AUGUST
No. 604

WALT DISNEY'S COMICS

$5.95
$8.50 CAN

ADDRESS ALL CORRESPONDENCE TO:
COMIC COMMENTS · BOX 2079 · PRESCOTT, AZ 86303

Walt Disney's Comics & Stories is at its apex! All the stories in 602 were great, but Don Rosa and William Van Horn stole the show. Don with the adventurous and history-packed "Treasury of Croesus" and Bill with the hilarious "Woes Garden." A delicious bonus was Fred Milton's long-awaited return to American comic mags with "The Clock Watcher." "Blaggard Castle" was somewhat weak in plot and characterization, but still pretty good, considering its early date.

The text pages were the icing on the cake! Out of curiosity, you mention that Gottfredson's "Sky Adventure" appeared in **WDC&S** 1, but when the Disney Company printed it in **WDC&S** 582, they said that 582 was its first American comic book appearance. Which is right? And the Little Bad Wolf article mentioned that William Van Horn's Wolf story appeared in **WDC&S** 581. The correct number is 561.

WDC&S 601 was another whopper! "The Treasury of Croesus" was the best story in the issue. Don Rosa, as usual, proved he hasn't forgotten any Barks "facts," evident in the dialog on page 2 dealing with the reason Magica DeSpell wants Scrooge's first dime, which has been grossly misunderstood in recent years (partially because of **DuckTales**). There was also a neat tip-of-the-hat (or, in this case, the lid) to Rosa's "The Duck That Never Was" (**Donald Duck** 286). And of course there was Rosa's usual bit of historical/geographical information, which I always look forward to.

The **Mickey Mouse Magazine** feature was a neat throwback to the primitive days of Disney comics, with some neat nostalgia included, as were the text articles, especially the one about the Uncle Scrooge cartoon. And the Vic Lockman one pager was a special treat.

I have a question about the early wolf stories. **WDC&S** 549 and 550 (both published by the Walt Disney Company in 1990) had Li'l Bad Wolf stories from 1944. In what issues did those first appear?

"Blaggard Castle" had an intriguing plot. The dialog was a bit choppy and confusing, and the art somewhat crude, but I guess this is because it's such an early Disney comic. "Cash Clash" was an interesting take-off on new bank technology, and "Dupe in the Deep" showed the best of William Van Horn. "The Sword in the Stone" lacked some of the touch of the movie, but I guess some sight gags can't be expected to transfer very well onto the printed pages.

On a different subject, I feel that this book is duck heavy. Please move stories like "The Treasury of Croesus" into **Uncle Scrooge Adventures** (printed in one piece) where they belong, and move the William Van Horn 10 pagers to the front of this book, where they will be given their deserved prominence. As for Fred Milton, he could become the back-up for the Barks 10 pagers in **Donald Duck**, supplanting the Taliaferro strips, which have had more than their fair share of exposure. Then the rest of the book could showcase a long Mickey Mouse story by Gottfredson, or a complete Paul Murry serial, with extra space left over for Bucky Bug, Li'l Bad Wolf, etc.

At any rate, I'm thrilled to see **WDC&S** in its 600s and I hope to see it reach **WDC&S** 700!

Jonathan Markoff
Vienna, VA

*The early Li'l Bad Wolf stories that Disney ran in **WDC&S** 549 and 550 were drawn and probably copyrighted in 1944 but were published in January and February, 1945 (**WDC&S** 52 and 53. They were the first two! The third (from **WDC&S** 54, March 1945, previously published in Gladstone's defunct **Walt Disney's Comics and Stories Digest** #1) appears full size in this issue!*

*As a Li'l Bad Wolf fan, perhaps you noticed the three Big Bad Wolf fillers we ran in **WDC&S** 602. Even though these were done later (in 1949, in FC 218, **The Three Little Pigs**), apparently the editors felt the Li'l Bad Wolf title was less appropriate to the theme of that issue.*

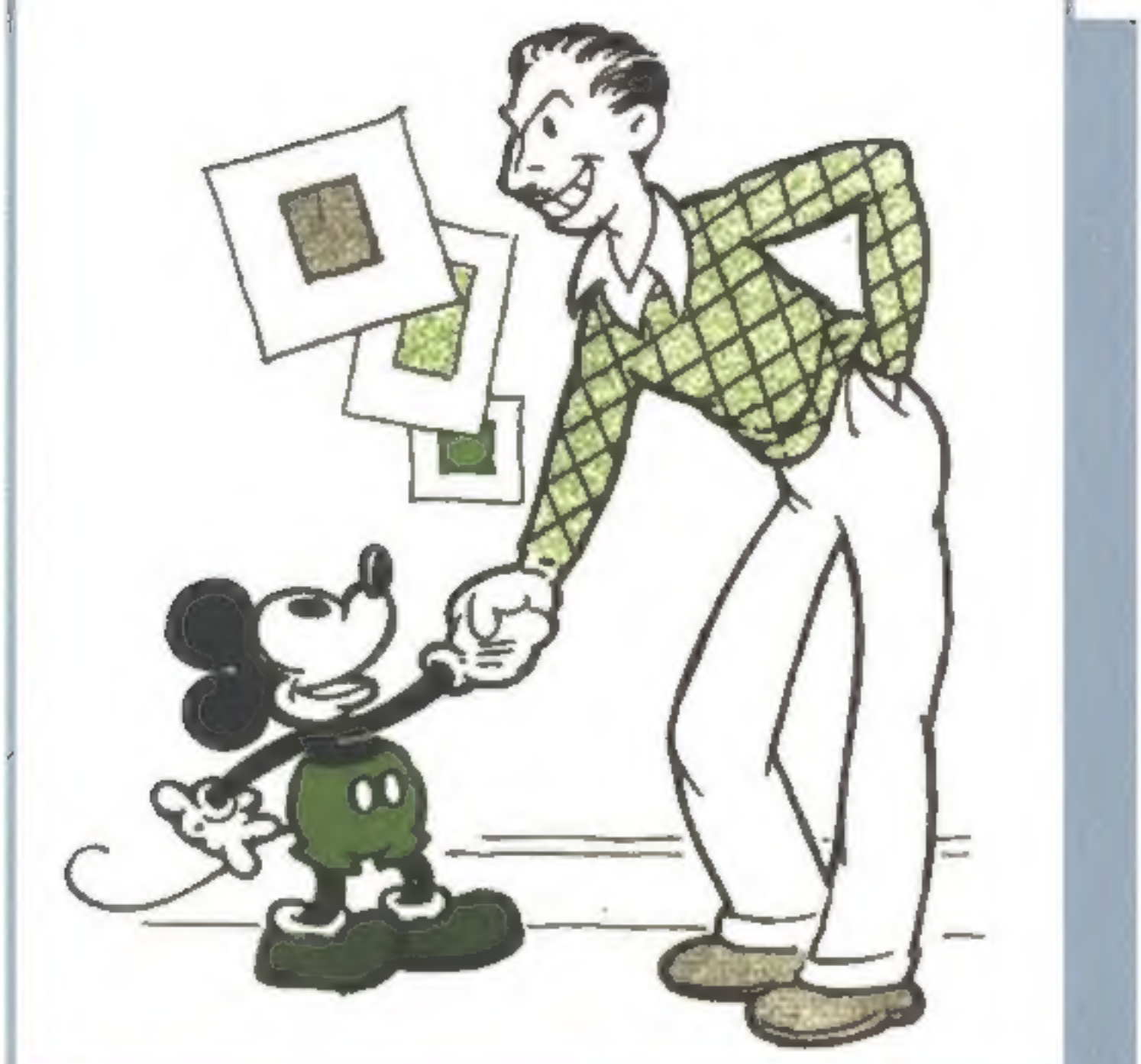
*We agree that our new **WDC&S** has been a little "duck-heavy," which is understandable, due to the popularity and overwhelming sales superiority of "duck" comics. One change — coincidentally suggested by you*

CONTINUED ON INSIDE BACK COVER

WALT DISNEY'S

AND STORIES

GLADSTONE
313
Prescott, Arizona



WALT DISNEY'S COMICS AND STORIES

IN THIS ISSUE:

***Cover art:** Daan Jippes **Color:** Gary Leach*
***Title Page:** Detail from "A 1934 Belchfire Runabout!" by Carl Barks (the fourth Barks lithograph produced by Another Rainbow).*

FROM WINCE WE CAME	Story, Art and Lettering: William Van Horn Color: Susan Daigle-Leach
THE YEAR THAT WAS 1930: MOUSE NUMBER THIRTEEN	Text: Bruce Hamilton Design: John Clark
THE YEAR THAT WAS 1952: WHEN BAD WAS GOOD, IT WAS *VERY* GOOD!	Text: Bruce Hamilton Design: Jim Flanagan
THE PRACTICAL PIG	Art: Carl Buettner Color: Colleen Winkler Originally published in **WDC&S** 54, 1945.
BANQUET BEHIND BARS	Art: Daan Jippes Story: Dwight Decker Color: Colleen Winkler
RUMPLEWATT THE GIANT	Plot and Pencils: Floyd Gottfredson Story: Ted Osborne Inks: Ted Thwaites Color: Summer Hinton (KFS 3/11/34 – 4/29/34)
THE YEAR THAT WAS 1932: MEANWHILE...BACK AT THE BUG HOUSE	Text: Bruce Hamilton Design: Jim Flanagan & Gary Leach *Bucky Bug daily strips – (KFS 1/10/32 – 3/20/32)* Art: Earl Duvall and Al Taliaferro Story: Earl Duvall Color: Summer Hinton
THE UNIVERSAL SOLVENT Part 1 of 3	Story and Art: Don Rosa Color: Susan Daigle-Leach

Walt Disney's Comics and Stories
(USPS 000-083) No. 604, August, 1996
Published by The Bruce Hamilton Company, 212 S. Montezuma, Prescott, AZ 86303, under the Gladstone imprint. **Second class postage rates paid at Prescott, AZ and at additional mailing offices.**

© Disney Enterprises, Inc. All rights reserved. Nothing contained herein may be reproduced without the written permission of Disney Enterprises, Inc., Burbank, CA. Subscription rate is $32.00 for six bimonthly issues, $36.00 Canadian and foreign, payable in U.S. funds.

Postmaster: send address changes to Walt Disney's Comics and Stories, P.O. Box 2079, Prescott, AZ 86302.
Printed in the U.S.A.

PRESIDENT & PUBLISHER
BRUCE HAMILTON
VICE PRESIDENT/ ASSOCIATE PUBLISHER
RICHARD HINTON
SECRETARY/TREASURER
HELEN HAMILTON
EDITOR
LEONARD (JOHN) CLARK
ASSOCIATE EDITOR
GEOFFREY BLUM
ASSISTANT EDITOR
GARY GABNER
ART DIRECTOR
GARY LEACH
PRODUCTION MANAGER
SUSAN DAIGLE-LEACH
PRODUCTION ARTIST
COLLEEN WINKLER
COMPTROLLER
STEVE CALROW
ACCOUNTING/DIRECT SALES
SANDY HULQUIST
SUBSCRIPTIONS
JANET DVORAK
MAIL ORDERS
MARY JANE CULLUMBER
LITHOGRAPH MANAGER
SUSAN MORSE
SHIPPING
JOSEPH R. CIGLER

ABOUT THE COVER

Daan Jippes drew this cover in his "classic Barksian style," the same style he has been using for the past several years to redraw Carl Barks' final regular comic book stories, which Barks only scripted.

ABOUT THE TITLE PAGE

This is a detail from Barks' painting **"A 1934 Belchfire Runabout!"** He did this in 1984, the year of Donald Duck's 50th anniversary. Features that set this apart from most of Barks' other works are the full renditions of such non-duck Disney stalwarts as Horace Horsecollar, Clarabelle Cow, Pluto, and, of course, Mickey and Minnie Mouse!

The painting was an exclusive commission for the Carl Barks fine art lithograph series produced by Another Rainbow, onetime parent company of Gladstone (each is now a distinct division of The Bruce Hamilton Company).

Walt Disney's

DONALD DUCK

in

FROM WINCE WE CAME

PLEASE, I WOULD APPRECIATE IT IF YOU BOYS WOULD TRY TO BE A BIT MORE QUIET!

WHY, UNCA DONALD? WHAT'S WRONG?

BLANG BLANG

YOUR UNCLE HAS DECIDED TO BECOME A WRITER!

UNCA SCROOGE? A WRITER?

WHAT DOES PLAYING OUR MUSIC HAVE TO DO WITH UNCA SCROOGE BECOMING A WRITER?

NOT UNCLE SCROOGE, YOU WITLINGS! I'M REFERRING TO ME! AND I CANNOT GIVE VENT TO MY WRITERLY THOUGHTS WITH THAT INFERNAL RACKET GOING ON!

WRITER? YOU MEAN LIKE DETECTIVE SAGAS?

CERTAINLY NOT! THAT SORT OF THING IS FAR TOO COMMON!

AH, VAST **ROMANCES**, THEN, EH?

YEAH! BUSTLE OPERAS!

NOPE! TOO **TRITE**!

DON'T TELL US YOU'RE PLANNING TO WRITE A HISTORY OF THE **UNIVERSE**?

I THOUGHT ABOUT IT! BUT ALAS, I CONCLUDED THAT THERE IS A **LIMIT** TO EVEN **MY** TALENT!

OH, WELL, OF COURSE IF YOU'RE SPEAKING OF **LIMITED** TALENT...

YOU MUST BE GOING TO WRITE STORIES FOR **COMIC BOOKS**!

VERY FUNNY! BUT IF YOU MUST KNOW, I'M GOING TO BE A **SERIOUS** WRITER!

HOW SERIOUS?

A SIX-VOLUME BOXED SET ON THE LIFE AND HABITS OF **BABYLONIAN CAVE FUNGUS**!

SOUNDS PRETTY SERIOUS ALL RIGHT!

WHAT DO YOU KNOW ABOUT BABYLONIAN CAVE FUNGUS?

VERY LITTLE! THEREFORE, I SHALL HAVE TO ENGAGE IN EVERY SERIOUS WRITER'S RAISON D'ETRE! **RESEARCH**!

UH-OH! DOES THIS MEAN WHAT I THINK IT MEANS?

EXACTLY! WE'RE LEAVING FOR **DUCKBURG CAVERNS** IN FIVE MINUTES! GRAB YOUR HATS!

BUT UNCA DONALD! AREN'T YOU OVERLOOKING JUST ONE LITTLE DETAIL?

WHAT DETAIL?

THERE WON'T BE ANY BABYLONIAN CAVE FUNGUS IN DUCKBURG!

ALL RIGHT. THEN WE'LL GO TO BABYLONIA!

UNCA DONALD, THERE **ISN'T** ANY BABYLONIA!

ACCORDING TO THE JUNIOR WOODCHUCKS GUIDEBOOK, THERE HASN'T BEEN ANY BABYLONIA SINCE **539** B.C.!

VOOM

313

ALL RIGHT! FORGET BABYLONIAN FUNGUS! THERE MUST BE **SOMETHING** IN THE **DUCKBURG** CAVERNS I CAN WRITE SIX VOLUMES ON!

THUS BEGINS THE SCRIBBLER'S QUEST FOR ENLIGHTENMENT-

THERE'S A NUMBER OF ENTRANCES TO THE CAVERNS, UNCA DONALD!

WHICH ONE ARE YOU GOING TO USE?

THE **CLOSEST** ONE, OF COURSE! WHICH IS THIS ONE RIGHT HERE!

ROAR...

SNAP

I GUESS IT'S THE NEXT ENTRANCE WE WANT!

ZOW

BETTER TIE THIS ROPE AROUND YOURSELF, UNCA DONALD!

JUST TO BE ON THE SAFE SIDE!

CAVES CAN BE TRICKY!

GOOD IDEA, BOYS! NOW I'LL WHIZ ON INTO THIS CAVE AND SEE WHAT I CAN LEARN!

SCREECH

DID YOU LEARN ANYTHING, UNCA DONALD?

YEAH! TO WATCH WHERE I'M GOING! NOW GET ME OUTTA HERE!

SOON-

PERHAPS WE SHOULD USE THE MAIN ENTRANCE!

IT'S JUST DOWN THE TRAIL A COUPLE OF HUNDRED FEET!

FINE! BUT I'M A BUSY MAN! I CAN GET DOWN THERE FASTER BY CUTTING THROUGH THESE WEEDS!

WAIT, UNCA DONALD! THOSE AREN'T WEEDS!

IT'S **GOLDENROD**! AND YOU'RE **ALLERGIC** TO GOLDENROD!

ACHOO

TWO MINUTES AND SIXTY-THREE SNEEZES LATER-

SNORT! SNIFF!

MAYBE YOU SHOULD WRITE A BOOK ON HOW DIFFICULT IT IS TO GET **IN** TO THE CAVES!

LEVITY DOES NOT- **ACHOO!** - BECOME THE SERIOUS WRITER! NOW LET'S GET GOING!

GOSH! CAVES ARE KINDA SPOOKY!

IT'S SO QUIET IN HERE! JUST THE SOUND OF OUR FOOTFALLS AND THE DRIPPING OF WATER!

WHAT DID YOU EXPECT? A CONCERT OF CAR HORNS?

HONK ONK GONK ON

WHAT ON EARTH WAS THAT?

SOUNDS LIKE A TRAFFIC JAM!

OR A FLOCK OF DEMENTED GEESE!

EITHER WAY IT MAY BE SOMETHING WORTH WRITING ABOUT!

THERE IT GOES AGAIN!

IT'S COMING FROM UP AHEAD!

HONK ONK GONK

SOUTH WALL! **OOF!** NORTH WALL! **OUCH!** EAST SIDE JUT! **OW!**

IT'S COMING RIGHT AT US!

HOLD YOUR GROUND, BOYS! WE MAY BE ON THE BRINK OF A MAJOR SUBTERRANEAN DISCOVERY! I MAY GET **EIGHT** VOLUMES OUT OF THIS!

LOOK! IT'S ONLY A GUY!

I'M NOT ONLY A GUY! I'M PROFESSOR REVERB VON COO-COO, AND I'M FOLLOWING AN **ECHO**!

YEAH? WHY?

RESEARCH! I'M TRYING TO DETERMINE IF AN ECHO GETS DENTED AFTER REPEATED BOUNCINGS OFF OF STONE!

DO THEY?

THEY **MUST**! LOOK AT ME! I'VE BOUNCED OFF THE SAME STONE IN ALL THE SAME PLACES, AND **I'M** A **MESS**!

WELL, GOTTA GO! SCIENCE CALLS!

HONK

THE TREK RESUMES-

I WISH I KNEW WHAT WE'RE HOPING TO **FIND**!

THERE MUST BE AN EASIER WAY TO GAIN LITERARY FAME, UNCA DONALD!

RIGHT NOW I'D SETTLE FOR AN EASIER WAY TO THE BOTTOM OF THIS SHAFT!

YIPE!

CRUMBLE

SPLASH!

,T CAN'T GET ANY EASIER THAN THAT, UNCA DONALD!

LOOK! THERE RE **FISH** DOWN HERE!

AND THEY DON'T HAVE ANY **EYES**!

THEN THEY WON'T SEE THE **FIT** I'M GOING TO HAVE IF YOU DON'T PULL ME OUT OF HERE **PRONTO**!

THERE'RE SALAMANDERS AND CRICKETS TOO!

AND **NONE** OF THEM HAVE EYES!

THIS PLACE WOULDN'T EXACTLY BE AN OPTHALMOLOGIST'S IDEA OF HEAVEN, WOULD IT!

I WONDER WHAT OTHER KINDS OF LIFE THERE ARE DOWN HERE?

MAYBE YOU SHOULD LOOK UNDER A ROCK AND SEE!

OKAY, WISE GUYS! I WILL! I'LL PROBABLY FIND ONE OR TWO **BUFFALO** UNDER THIS ROCK!

BEETLES!

HUNDREDS, OF THEM!

THOUSANDS! **YUK**!

I DIDN'T KNOW THERE WERE THIS MANY BEETLES IN THE WORLD!

YOU MUST HAVE TAPPED INTO A **NEST**!

THEY'RE CROWDING US RIGHT OFF THE LEDGE!

WE CAN JUMP ACROSS TO THAT OTHER LEDGE!

COME ON, UNCA DONALD!

IT'S EASY!

HOW I SUFFER FOR MY ART!

SLIP

SPLASH

AFTER UMPTEEN BUMPS AND CONTUSIONS, THE BOYS COME AT LAST TO THE GRAND CAVERN—

BOY! IF **THIS** ISN'T SOMETHING TO WRITE ABOUT, I DON'T KNOW WHAT **IS**!

IT'S NIFTY, ALL RIGHT, BUT AS A WRITER, I NEED AN **ANGLE**!

ANGLE? YOU'VE HAD NOTHING BUT ANGLES SINCE WE ENTERED THE CAVES!

MAYBE SO! BUT NONE OF THEM HAVE CHALLENGED MY TALENT!

I WANT TO EXPERIENCE SOMETHING **UNIQUE** DOWN HERE! SOMETHING THAT WILL **CEMENT** MY FEELINGS ABOUT WHAT I'M DOING!

THIS GIANT CATARACT IS CERTAINLY UNIQUE! LOOK HOW IT SHOOTS ALL THE WAY ACROSS THE CHAMBER!

THE WATER MUST BE GOING INTO A TUNNEL OVER THERE! I CAN'T SEE PAST THESE STALAGMITES!

HERE, LET **ME** SEE! I'M TALLER!

NOPE! I'LL TIE THE ROPE AROUND ME! YOU GUYS HANG ON TO IT AND I'LL LEAN OUT **FURTHER**!

BE CAREFUL, UNCA DONALD!

LET OUT THE ROPE A LITTLE MORE, BOYS; MORE . . .

YIPES! TOO MUCH!

SLIP

SPLOOSH

WELL, GUYS, THIS IS ONE WAY TO FIND OUT WHERE THE WATER IS GOING!

SPUT! I'M BEGINNING TO WISH UNCA DONALD HAD TAKEN UP NEEDLEPOINT!

CAUGHT IN THE MAD, FROTHY RUSH, THE BOYS ARE SWEPT THROUGH THE DARK, TWISTING TUNNEL—

THEY TUMBLE AND THUMP! THEY BLURBLE AND BUMP—

BLJB!

AND THEN, SUDDENLY, DAYLIGHT!

HALLELUJAH.

HEAD FOR SHORE AND DON'T SPARE THE FLIPPERS!

AND SO—

WELL, UNCA DONALD, WE'VE DONE RESEARCH AND THEN SOME!

HAS YOUR TALENT BEEN SUFFICIENTLY CHALLENGED?

ARE YOUR FEELINGS CEMENTED?

YOU BET! I'M RARIN' TO WRITE UP A STORM!

REALLY? SIX WHOLE VOLUMES?

NOPE! JUST ONE REAL THIN ONE! A CONCISE COMPENDIUM OF PERSONAL AGONY ENTITLED...

... HOW TO AVOID BEING A WRITER!

THE YEAR THAT WAS 1930

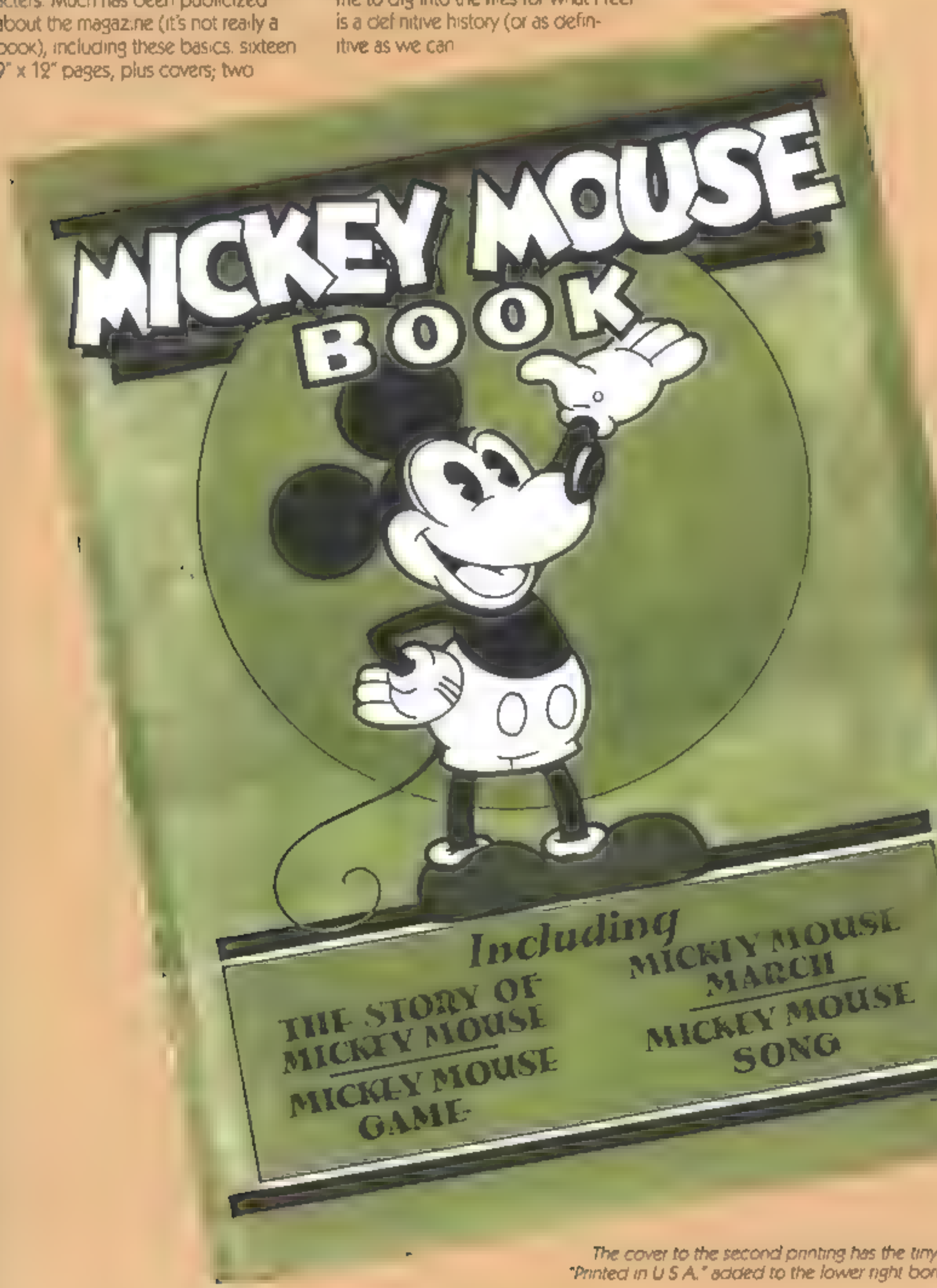
'Mouse 'Number 'Thirteen

On this and the following ten pages portions are reprinted from three different copies of the famous **Mickey Mouse Book** published and revised in 1930 by Bibo and Lang.

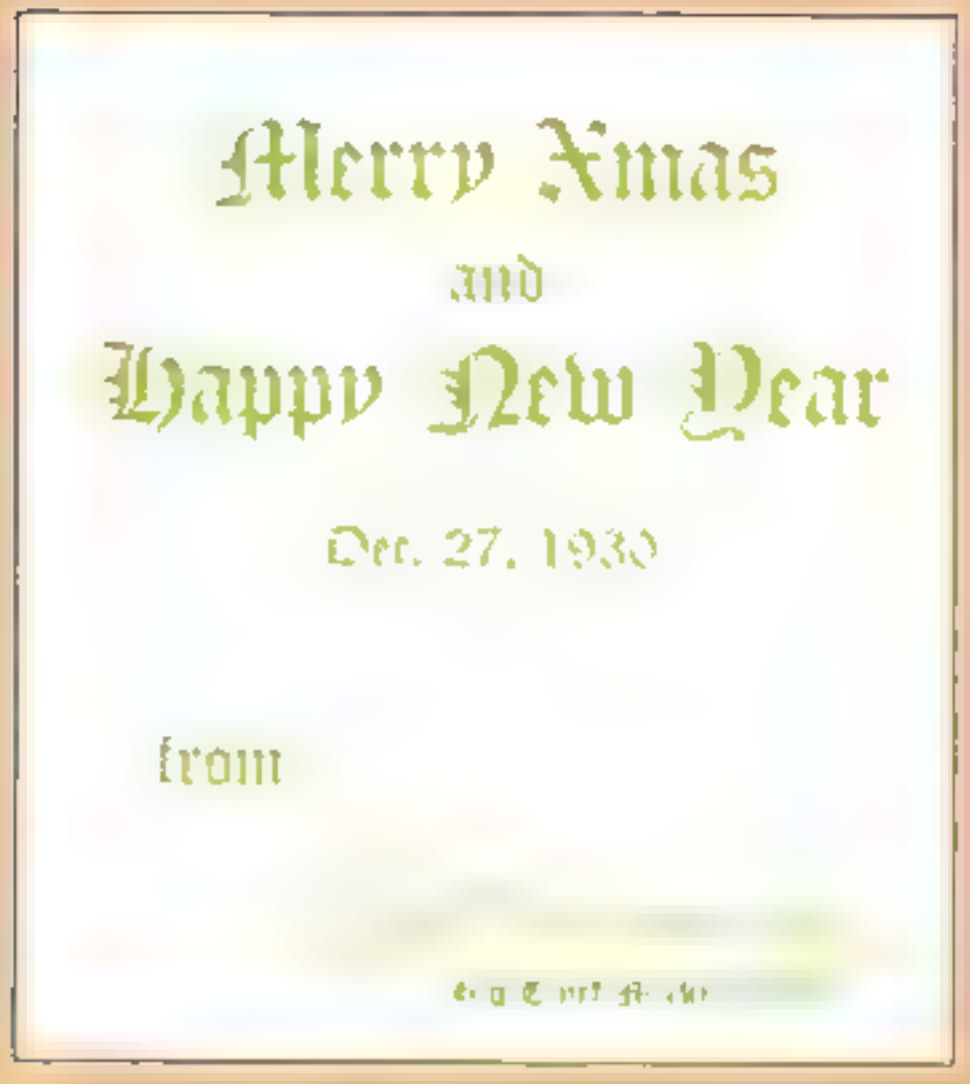
Mickey Mouse Book was the first licensed publication using Disney characters. Much has been publicized about the magazine (it's not really a book), including these basics: sixteen 9" x 12" pages, plus covers; two colors: black and green; twice stapled spine; four printings with variations from the first to the second.

In 1990, Disney Archivist David R. Smith wrote to a collector: "Your request regarding the Bibo and Lang **Mickey Mouse Book** has persuaded me to dig into the files for what I feel is a definitive history (or as definitive as we can make it) of the book." His findings and some conclusions:

First printing: 26,919 copies distributed November 1930. The November 15, 1930 issue of **The Official Bulletin of the Mickey**



The cover to the second printing has the tiny words "Printed in U.S.A." added to the lower right border.



Season's greetings from a clearly documented copy of a second edition.

Mouse Club notes. "Attached to this Bulletin is a new MICKEY MOUSE BOOK that has just been published." For some reason, a disproportionate percentage of extant copies are of the first printing, which may be explained by the quantities sent to Mouse Club members. All printings are scarce, but none are rare.

Second printing 25,050, December 1930. The printer submitted a bill for plate changes on December 18: adding comic strips to page 8 and the back cover, adding Bobette Bibo's age on the title page, correcting a faulty type on the word "to" top of page 3, adding the word "START" to the bottom of page 7, removing "START 1 2 3 4" from the top of page 7, and completely changing the song on pages 12-14. Though apparently not itemized on the bill, green was added to the cover border and the words "Printed in U.S.A."

Third printing 21,437, late February or early March 1931.

Fourth printing 25,232, March 1931.

The January 1, 1931 issue of the **Club Bulletin** notes that the Elsinore Theatre in Salem, Oregon had ordered 2,500 copies, which were given to the theatre's Club members, but it's not documented whether it was of the first or second printing. If the solicitations to theatres and for advertising accompanied copies of the first printing, then it most likely was the second. Smith writes, however, "Advertising was sold in these 2,500 books for the inside cover, the inside back cover and the bottom of the back cover," which would suggest the Elsinore Theatre's purchase was of a first printing, as it's the only one with space available for the back cover. There are reasons to wonder though, and no documented copy has ever been seen.

A **Mickey Mouse Book** surfaced a few years ago that was initially thought to be from the Elsinore Theatre purchase. Smith, however, says it is not so, even though it was originally found in the Pacific northwest. It says — on the inside front cover only — these words: "Merry Xmas and Happy New Year, Dec. 27, 1930, from Ray Grombacher, Big Chief Mickey Mouse." Smith acknowledges that "Grombacher evidently ran a Club in his theatre." But did he?

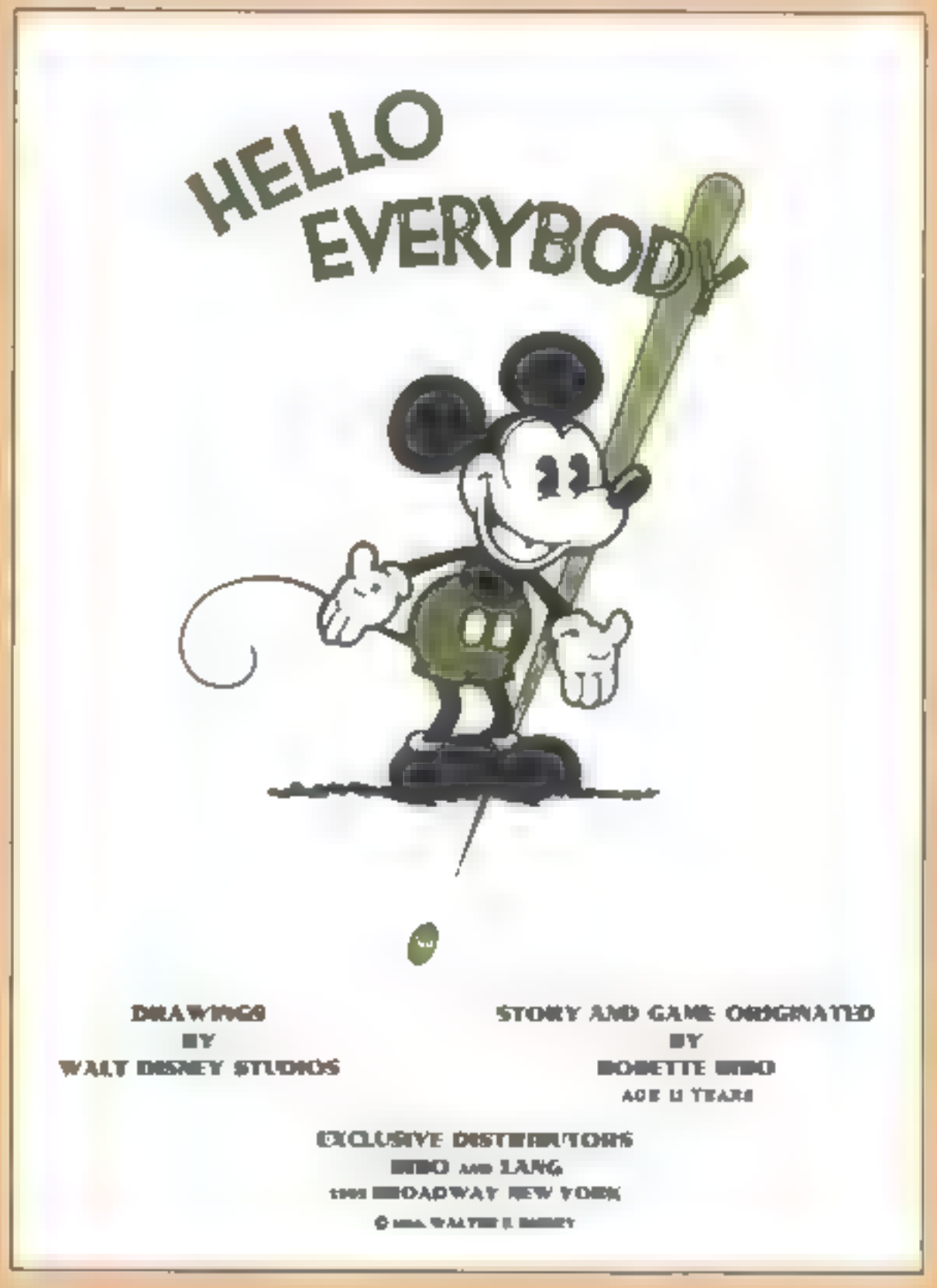
The date on Grombacher's inscription, December 27, 1930, is consistent with his having quickly responded to the solicitation accompanying copies of the first printing, and it definitely does appear in the second printing, as confirmed by Grombacher's date, plus the known distribution timeline on the second printing.

Smith says that printing "on the inside covers would have been added by the theatres or jobbers that purchased quantities of the book." This would have been expensive to have done, however, after the books had been printed and bound. Stickers could have been added by hand, but in the case of this one known Grombacher copy, the inscription **was** printed in New York. He may have chosen to forgo the inside back cover ad as a cost-cutting measure. A memo from Smith's office, dated April 11, 1996 states: "The assumption that Grombacher was at the Fox Elsinore Theatre in Salem is incorrect. The manager at the Elsinore who ordered the books was Vern McIntyre."

So ... who was Grombacher? What theatre, if any, did he represent? Gladstone vows to continue its research into the elusive variants of the Bibo and Lang book and will report any new information in a future issue of **WDC&S**.

Miscellaneous other thoughts

Bobette's age was probably added because of the charm the idea brought that the "Story of Mickey Mouse" and the game were originated by an eleven-year-old. Notice it does not say, "written by." ... The title page type, "Age 11 years" was pasted in crooked for the second printing! ... Artwork in the book was by New York freelancer, Albert Barbelle. ... Theatre/advertising copies, such as the Grombacher book, do not qualify as separate printings. ... The book was printed by Robert Teller and Sons and Donner of New York. ... Very few copies survive today with the game intact, as most kids followed instructions that "you must cut out the numbers." ... The **Mickey Mouse** strips added to page 8 and the back cover were drawn by Win Smith, about three weeks before the first Floyd Gottfredson **Mickey**. The song in both printings has the same title, but the words "Mickey Mouse, you cute little feller," only appear in the first version. The song is also referred to as the "Mickey Mouse March" (see page 11 of the magazine).


HELLO EVERYBODY
DRAWINGS BY WALT DISNEY STUDIOS
STORY AND GAME ORIGINATED BY BOBETTE BIBO AGE 11 YEARS
EXCLUSIVE DISTRIBUTORS BIBO AND LANG 1560 BROADWAY NEW YORK

UP in mouse fairyland, there was a big commotion. The mouse King was talking with the Prime Minister.

"Out he goes," said the King.

"Out who goes?" said the Prime Minister.

"Mouse number thirteen. The one who is always playing tricks and cutting capers."

The King summoned a page, and told him to bring mouse number thirteen to him In a few minutes he was brought before the mouse King.

"I am very sorry, number thirteen, but you will have to leave Mouse Fairyland, because your pranks are too much for us."

All the time the King had been saying this, the mouse had been moving up closer and closer to the throne. Just as the King finished, number thirteen pulled the King's lower right whisker, the tenderest one in the King's beard.

"Ow!" roared the King. "Throw him out!"

The Prime Minister pushed the magic button and before number thirteen could say "Boo," out through the palace window he went, and he flew so fast it took his breath away, and after going hundreds and hundreds of miles, suddenly his body bumped against an airplane

"Whew!" said he. "That was a close shave!"

He started to fall faster and faster, down and down, until all of a sudden, his

tail caught on the branch of a tree. He tried to get loose. To his surprise, the branch gave way, and he landed on a roof in Hollywood, California.

"Well, I might as well make the best of things. Let's see what's at the bottom of this chimney."

He slid down the inside of the chimney, and landed on a couple of logs. There at the bottom was a room. He started to explore for food. In back of a chair, there was a bag. As he was naturally an inquisitive little mouse, he wanted to see what was in the bag. He gnawed his way through and discovered a piece of old cheese, green with age. But number thirteen was so hungry that he broke off a piece and started to nibble at it. His spirits rose again, and he danced around the room He did not notice the door open A man stood in the doorway, watching the mouse's antics. He took his tail in his mouth and turned a somersault. He turned cart-wheels, stood on his head, and danced. Suddenly he turned around. He saw the man and started to run

"Wait," said the gentleman, "Wait!"

Number thirteen looked at him and moved up a little closer.

"Who are you?" the little mouse asked

"I am Walt Disney."

"Never heard of you.'

"And who are you?" said Mr. Disney.

"I am mouse number thirteen. At least, that was my name in Mouse Fairyland."

"Tell me about yourself," said the gentleman.

So the mouse told him about his life. When he finished, Mr. Disney said:

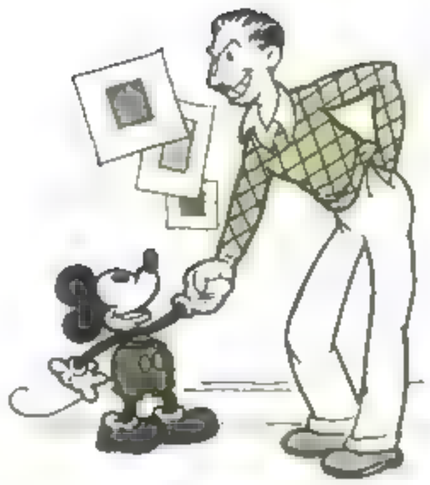
"You give me an idea for a series of comedies. I have an idea that I can make you a picture star."

"Yeah?" said number thirteen

"But first of all, we shall have to get you another name. Come, sit up here on the desk. What did you do when you first came to my house?"

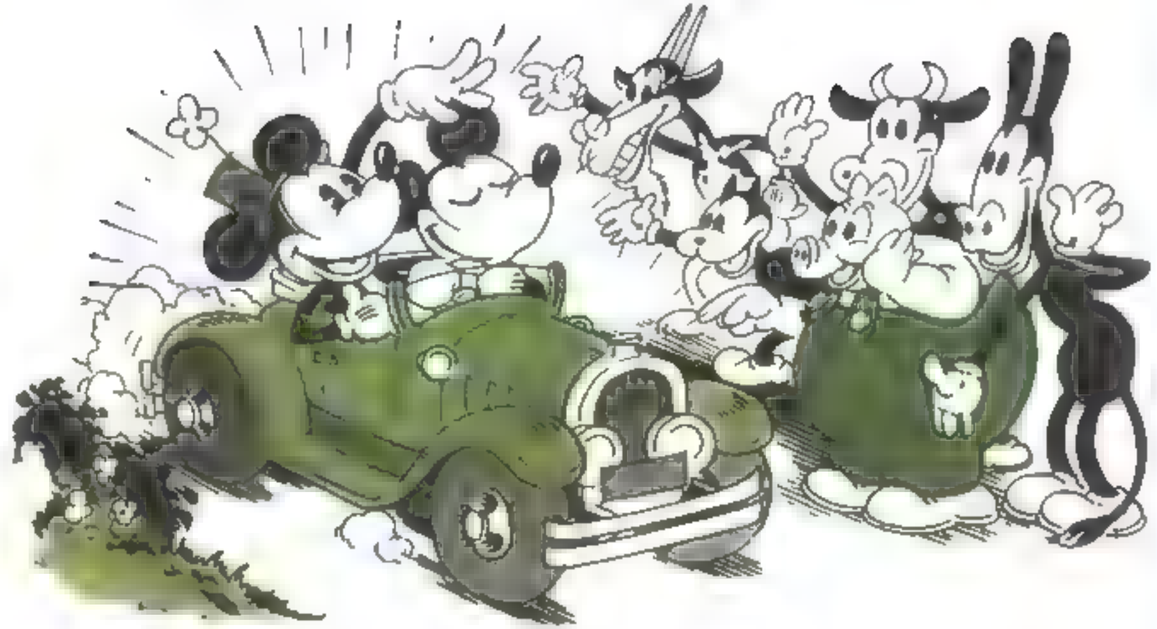
"I ate old green cheese," said the mouse promptly.

"Now, let me see; green is the color of Ireland," said Mr. Disney, musingly. "Green, Irish, Mickey! I have it! Mickey Mouse shall be your name!"



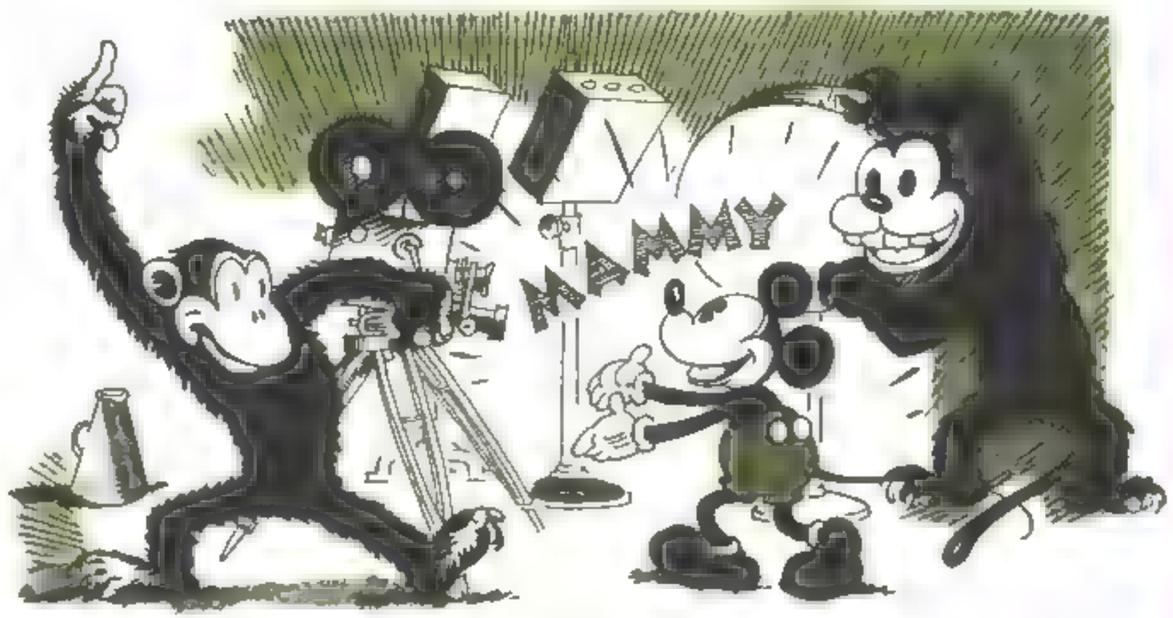
And so this gentleman worked out an idea for little Mickey Mouse and several weeks later, Mickey found himself over at the studio, doing his tricks in front of directors, writers and camera-men. They decided to try him out. After a few comedies, the children began to want to see more of Mickey Mouse, and so he became a big star. Mr. Disney adopted him, and now he never eats any kind of cheese but that which is imported from Switzerland, and laughs when he thinks of that old green cheese he once ate. He also laughs with joy when he thinks of the luck it gave him; finding Mr. Disney and becoming a movie star. He has a little green roadster with his initials on it, M.M.D., Mickey Mouse Disney. Sometimes he takes his sweetheart, Minnie, out for a ride in it.

It's really a thrill to see Mickey and Minnie drive up to all the big picture openings in Hollywood. Sometimes Mickey walks into the theatre with Clara Bow or Mary Pickford, and Minnie is escorted by Buddy Rogers or other handsome movie stars. The people cheer when they see Mickey and his sweetheart, Minnie, and Oh! you should hear their little mouse squeaks of delight



Mickey has a specially built cubby-hole in Mr. Disney's bedroom, but when he gets tired of his little cubby-hole, and Mr. Disney is asleep, he slips quietly out, and sneaks up on the foot of Mr. Disney's bed, where he snuggles down in the covers, and peacefully dreams.

THE END



DIRECTIONS FOR PLAYING MICKEY MOUSE

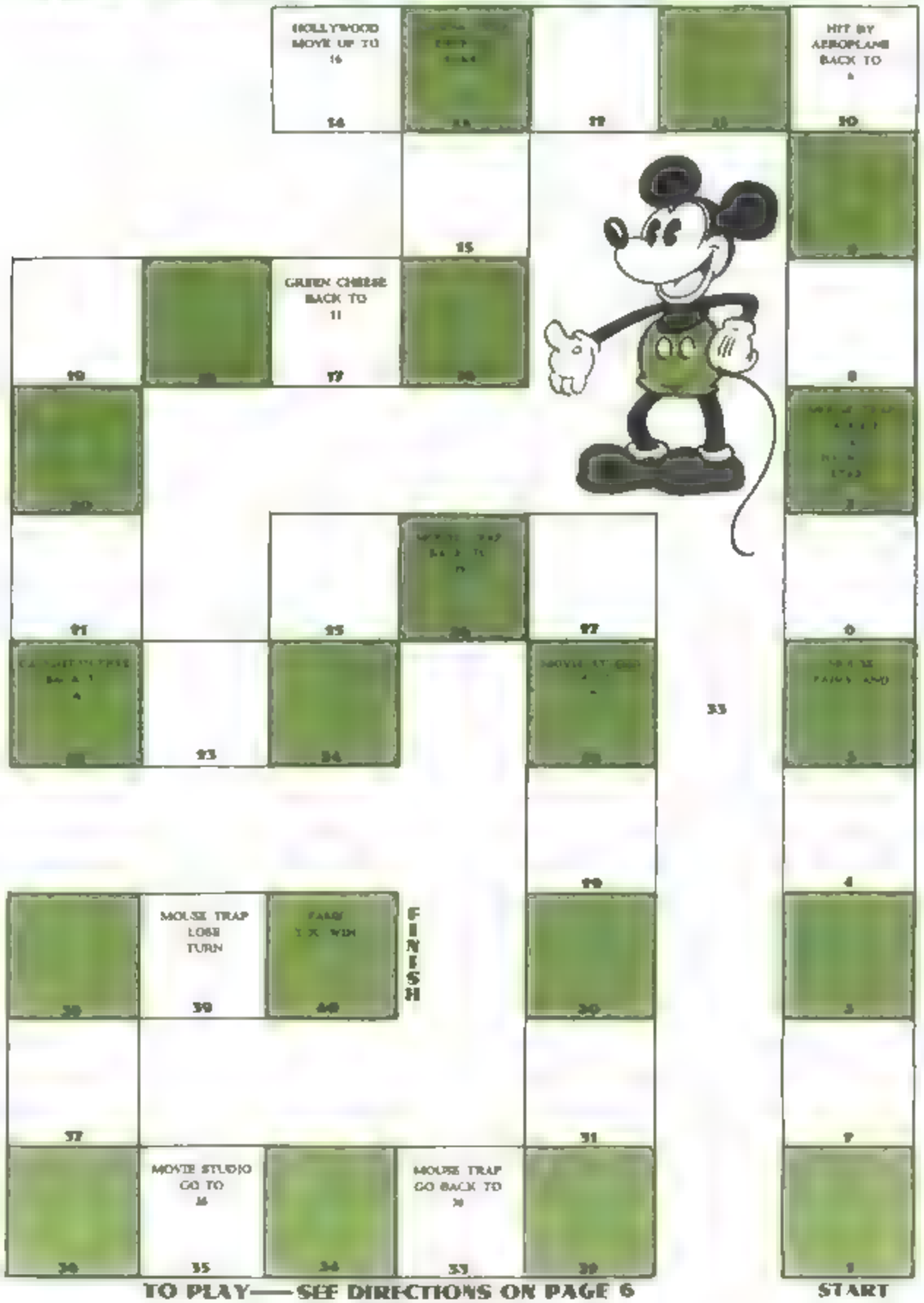
The game on Page 7 may be played by either two or three children. In order to play this game, you must cut out the numbers and the Mickey Mouse figures, 1, 2 and 3 on Page 9 These should be cut out with the scissors, and done carefully, for you use each number and each Mickey Mouse card separately. If it is easier to first tear Page 9 out and then use your scissors, do so, but let's see how nicely and evenly you can cut out these little pawns. As you cut out these things, keep the numbers and the Mickey Mouse cards separately.

Now, children, turn the three Mickey Mouse cards, number 1, 2 and 3 upside down and mix them up. Then draw for your Mickey Mouse. The one who gets number 1, starts first, number 2 starts second and number 3 starts third. In case only two play, the one who gets the lower Mickey Mouse card starts first. Now you turn all your number squares upside down, and mix them up. The one who holds the starting mouse picks the first number and moves. Then so on, number 2 and number 3 pick and play. When the number cards are almost used up, turn them all face downward and mix them up again.

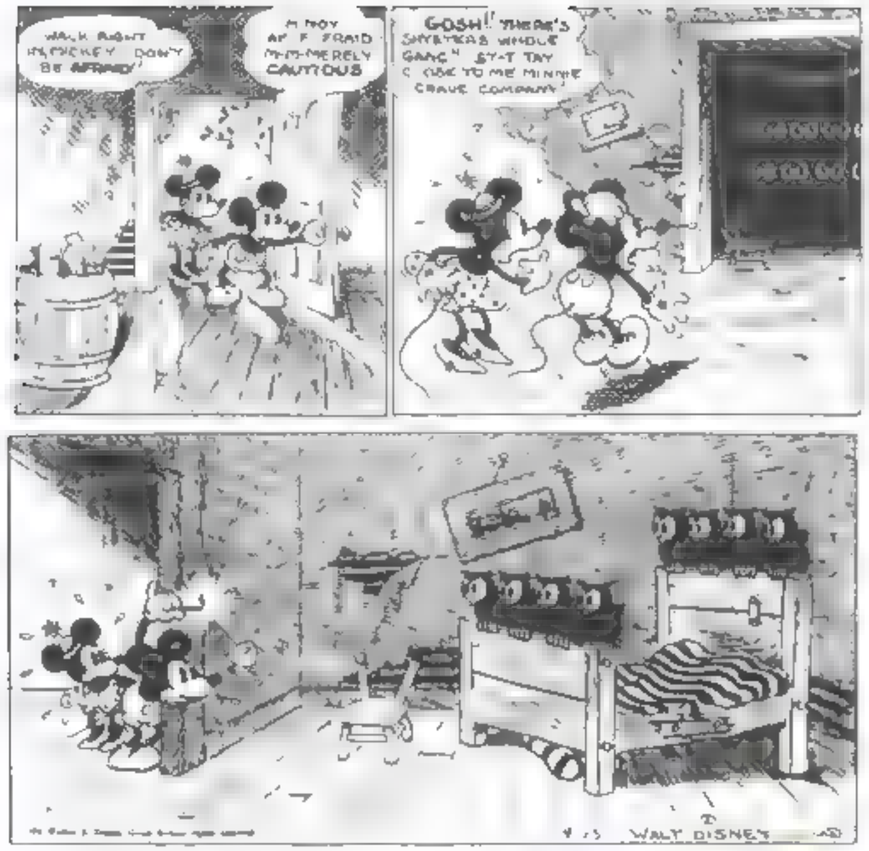
If there are more than three children in the party, the winner of the first group will play another child or two other children and so on until everybody has a chance at the game. Where there are prizes, the winner gets the first prize, and so on. It is not necessary to give you a lot of instructions as to how to go on, for practice will make you perfect and the game itself is very clearly marked.

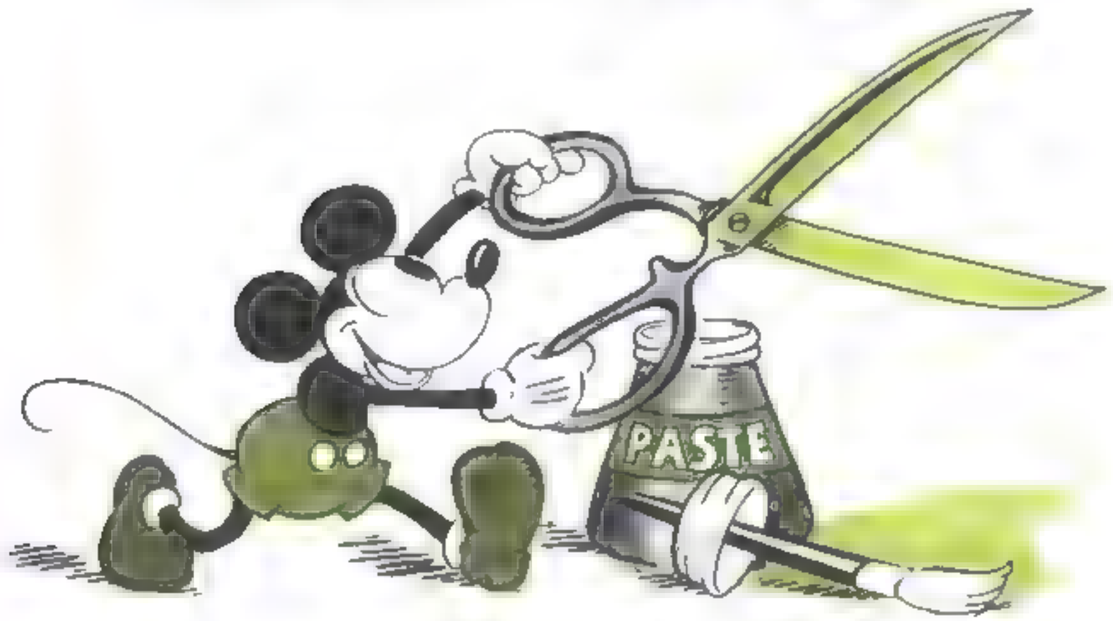
Now, there is just one more thing If you are on square number 38 and you pick a card which says move five, this should bring you to square number 43, but as there are only 40 squares in the game, as long as your number card takes you to number 40 or past number 40, which is the finish, you win

THE MICKEY MOUSE JOURNEY


HOLLYWOOD MOVE UP TO 16
HIT BY AEROPLANE BACK TO
GREEN CHEESE BACK TO 11
MOUSE TRAP LOSE TURN
FINISH
MOVIE STUDIO GO TO 35
MOUSE TRAP GO BACK TO 30
START

TO PLAY—SEE DIRECTIONS ON PAGE 6


WALK RIGHT IN, MICKEY. DON'T BE AFRAID!
NOT AT F RAID M-M-MERELY CAUTIOUS
GOSH! THERE'S SKEETERS WHOLE GANG'N STAT TAY CLOSE TO ME MINNIE CRAVE COMPANY
WALT DISNEY



CUT HERE . . . . . .

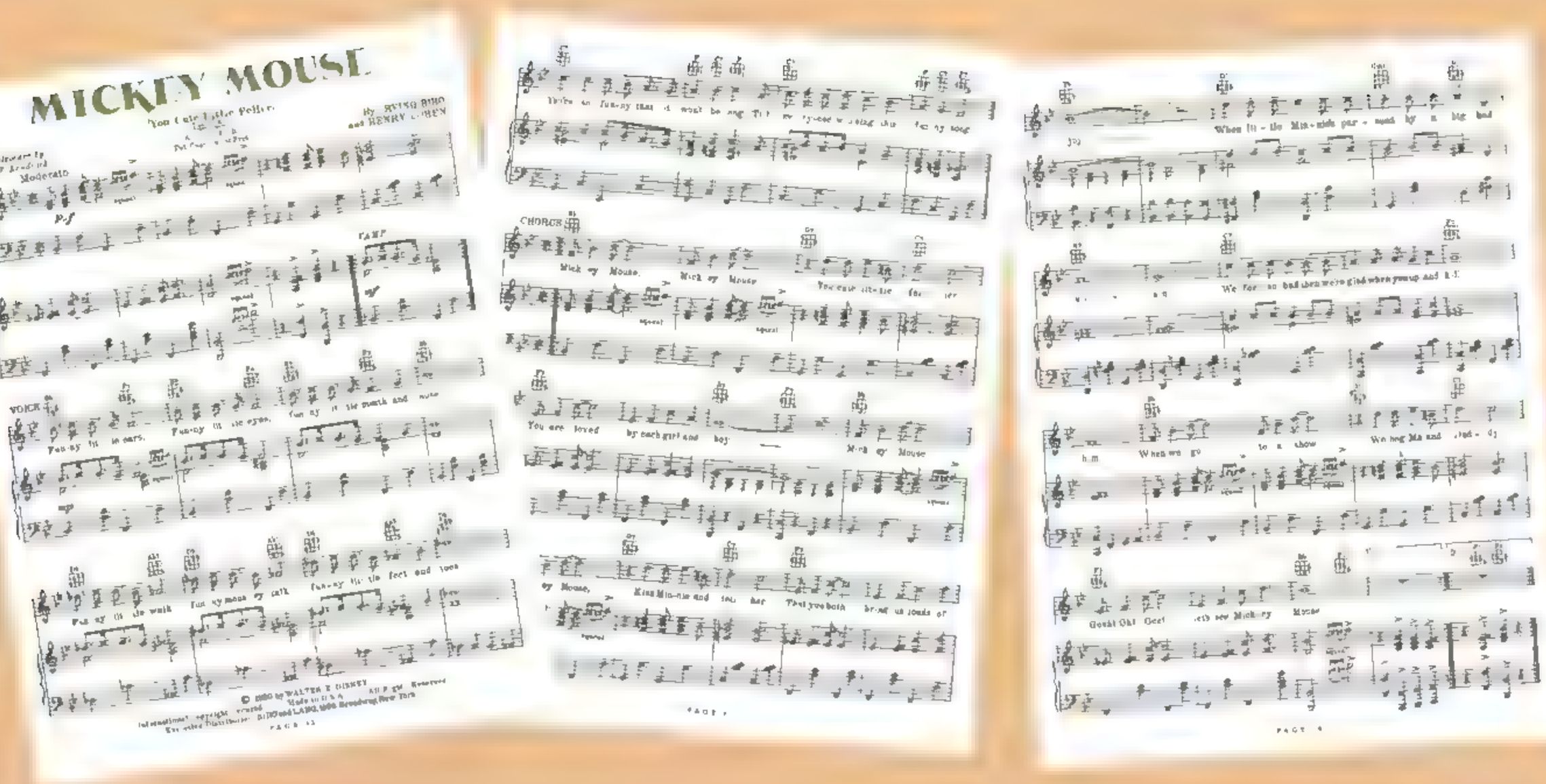
MICKEY MOUSE PAWNS

READ DIRECTIONS ON PAGE SIX
THEN CUT OUT, WITH A SCISSORS,
EACH SQUARE SEPARATELY–

YOU START HERE IT'S FUN AND MOVE UP 1	A LADY CALLED LUCK SAYS MOVE UP 2	HOW GLAD OR SO BE TO MOVE UP 3	DON'T MOVE UP MORE JUST MOVE UP 4	SAFE'S ALIVE YOU MOVE UP 5	IT MIGHT A GOOD PLACE FOR YOU MOVE 6
DON'T MOVE ELEVEN JUST MOVE UP 7	DON'T HESITATE TO MOVE UP 8	HOT CROSS BUN YOU MOVE UP 1	THIS MEANS THAT YOU MAY MOVE UP 2	CAREFULLY YOU GO UP 3	HURRAH HURRAH YOU MOVE UP 4
BUSY AS A BEE-HIVE YOU MOVE UP 5	PICK UP STICKS AND MOVE UP 6	AS AIN'T IS HEAVEN TO MOVE UP 7	SCORED TOO MUCH I MOVE UP 8	JUST WEE BIT I RUN IT'S ONLY 1	THE FOX SAYS MOO IT MEANS MOVE 2
BE GLAD AS CAN BE FOR YOU'RE MOVING 3	IT AIN'T YOU MOVE FOUR NO MORE JUST 4	LOSER YOU ARRIVE WHEN YOU DRAW 5	DON'T GET MIXED WHEN YOU MOVE 6	YOU'RE NEAREST HEAVEN WHEN YOU MOVE 7	YOU'LL THINK IT'S GREAT WHEN YOU PICK CARD 8

At a party after playing the Mickey Mouse game, the winner, if he is a boy, is Mickey Mouse and he chooses a partner to march with him, who, of course, is a girl, and she is Minnie Mouse. If a girl wins the game, she is Minnie Mouse and she chooses a boy, who is Mickey Mouse, and who leads the march with her. Have somebody, either a child or one of your parents, learn the Mickey Mouse March, which follows in this book, and when they start to play the piano, form in twos and march around the room. You must try to learn the words of this song and sing it as you march. Ask the piano player to tell you where the mouse squeal comes in, and whenever he plays it on the piano, squeal like little Mickey Mouse, and laugh and have a lot of fun. This march, if you are at a party, should lead you to the ice-cream and cake, but even if there is no party, you can have a lot of fun marching around the room, or out in the yard, singing and squealing like little Mickey Mouse.

If any of you little ones have ideas of your own, arrange this march to suit yourselves, and use any little tricks or pleasant ideas that will give you fun.



Music and lyrics for the first version of "Mickey Mouse (You Cute Little Feller)," though cute, undoubtedly did not meet with Disney's approval and were almost completely changed

MICKEY MOUSE

(You Cute Little Feller)

By IRVING KIDO

Chord notations over Ukulele diagrams are for guidance of finger fingers.

Ukulele Tuning: G C E A

Ukulele arr. by Merle J. Kendorick

Moderato

You're a hit, what a hit, as the movie shows

Every one sends the sun loves you good news knows

To children near and far You're the favorite movie star

We want you to know We laugh at your movie talk

Mickey Mouse Mickey Mouse We all love you

love to see your movie way Every week

Mickey Mouse Mickey Mouse

makes us feel glee Tricky Mickey Mouse Mouse

© 1930 by WALTER E. DISNEY All Rights Reserved
International Copyright Secured
Exclusive Assignee: Bibo and Lang, 1564 Broadway, New York

PAGE 2

PAGE 3

PAGE 4

The revised song and lyrics appeared in ***Mickey Mouse Book*** *second, third, and fourth printings*

The last two interior pages seem to have been swapped. Everything seems to end on the next to last page with Mickey at the piano. Page 16 the now is almost as an afterthought. Everyone has played a game and sung a song. What shall we do now? Oh we guess we'll go outside and shoot some marbles.

In certain three-quarter poses, freelance artist Albert Barbelle had [illegible] (see above). Ub Iwerks or a studio animator would not have had the problem. Another licensing lesson learned

THE YEAR THAT WAS 1952

WHEN BAD WAS GOOD, IT WAS VERY GOOD!

When **Li'l Bad Wolf** #1 (Four Color 403, June 1952) appeared, Western Publishing was at the apex of its comic sales and looking everywhere to launch new character titles with potential. Supporting cast members were examined to see if they had star potential.

Western's conservative approach was to test the waters by assigning one-shots to a schedule of Four Color comics to determine after sales were in what potential they had for sustaining their own monthly releases. **Mickey Mouse** had gone through it and so had **Donald Duck**. Mickey's regular numbers began in December, 1952 and Donald's the month before. It was a time of change and expansion.

"The Li'l Bad Wolf" feature stories in **Walt Disney's Comics and Stories** go as far back as 1945, with a regularity surpassed only by the mouse and the duck. It became *so* much a staple of **WDC&S** that at one point it was in every issue for nearly eleven years!

And the art! Stories about the "bad" li'l wolf who was really good were drawn by the best of Western's talent. Carl Buettner, Dick Moores, Roger Armstrong, Harvey Eisenberg, Paul Murry and the johnny-come-lately whose work is remembered with the most fondness by many collectors: Gil Turner. Jack Bradbury, Ken Champin and others lent a hand . . . and the list goes on.

So, for a brief time Western played with the idea of **Li'l Bad Wolf** as a full-fledged comic book, but three Four Color one-shots are all that ever came out, each a year apart.

The best, as often is the case, is #1, pictured here. The delightful cover, plus all stories inside, are by Gil Turner.

The LI'L BAD WOLF

by WALT DISNEY

WDC&S 54

YOU'RE GROWIN' UP, SON! T'S TIME YOU BEGAN TO TAKE ON SOME O' THE FAMILY *RESPONSIBILITIES!*

WHAT'S THAT, POP?

WHAT'S WHAT?

RE—RE· *RESPONSIBILITIES!!*

WELL... ER... IT'S.. ER.. *FIGHTIN'* TH' FAM'LY *FIGHTS*... AN *BEATIN'* THE FAM'LY *ENEMIES!* SEE?

HAVE *WE* GOT *ENEMIES*, POP?

WE GOT *ONE ENEMY!* AN I'M GOIN' TO *BEAT* HIM OR . ER . *WITHER* MY *WHISKERS!!*

WHO *IS* TH'S ENEMY, POP? DO I *KNOW* HIM?

NO! BUT YOU'RE A'GOIN' TO KNOW HIM! HE'S THE *PRACTICAL* PIG!!

ONCE UPON A TIME THERE WERE THREE FAT JUICY, LITTLE *PIGS*...

TH' *FIRST* ONE BUILT A HOUSE OF *STRAW!* HE SURE WAS A *DUMB* LI'L FELLER!

SO I HUFFED AND I PUFFED AND *BLEW HIS HOUSE DOWN!* THAT'S ALL THAT'S LEFT OF IT!

OH!

TH' *SECOND* LI'L PIG WAS DUMB LIKE HIS BROTHER! HE BUILT *HIS* HOUSE OF *STICKS!*

SO I HUFFED AND I PUFFED AND BLEW IT DOWN, TOO! THERE'S ALL THAT'S LEFT OF *IT!*

OH!

AN' WHAT HAPPENED TO THE *THIRD* LI'L PIG? DID YOU HUFF AND PUFF AND BLOW DOWN *HIS* HOUSE, TOO?

NO! DADRAT IT! HE WAS SMART!!

HE BUILT *HIS* HOUSE OF *BRICKS!!!*

I *HUFFED* AND I PUFFED! I *PUFFED* AND I HUFFED!

BUT I *COULDN'T* BLOW *HIS* HOUSE DOWN!

THERE IT IS! STILL STANDIN'! AN' *HE'S* STILL LIVIN' IN IT!! DADRAT THAT *PRACTICAL* PIG!!

IT'S A *CUTE* LI'L HOUSE, POP! I'M GLAD YOU *DIDN'T* BLOW IT DOWN!

DON'T EVER LET ME HEAR YOU SAY THAT AGAIN !!

NO ! NO, POP !

WE BELONG TO THE SAME FAMILY, DON'T WE ? WE GOTTA FIGHT THE SAME ENEMIES . DON'T WE ?

YES POP ! YES POP ! I GUESS SO ! I'LL SAY SO !!!

WELL, THE PRACTICAL PIG IS OUR WORST ENEMY !! HE'S MADE ME THE LAUGHING-STOCK OF THE FOREST !!

YOU DON'T WANT YOUR OLD MAN TO BE THE LAUGHING-STOCK OF THE FOREST, ... DO YOU ?

YES POP ! ER I MEAN NO POP !

WELL, WE GOTTA FIGGER OUT A WAY TO BEAT THAT PIG ! AN I THINK I KNOW HOW ! YOU'RE GOIN TO HELP ME !

BUT POP... I DON'T KNOW MUCH ABOUT

YOU DON'T KNOW MUCH ABOUT ANYTHING ! AN YOU LOOK DUMB, TOO ! SO YOU OUGHTA BE A BIG HELP TO ME ! NOW LISSEN

YOU GO UP AN KNOCK ON THE DOOR AN MAKE FRIENDS WITH THE PIG ! YOU GET HIM TO COME OUT AN' PLAY ! I'LL HIDE BEHIND THIS TREE AN' GRAB HIM !

BUT BUT POP

STOP TALKIN AN GET MOVIN ! YOU'RE SO DUMB-LOOKIN', HE'LL NEVER SUSPECT YOU OF TRYIN TO PULL A TRICK !

WHO'S THERE?

I'M THE LI'L BAD WOLF! I'VE COME TO PLAY!

WHERE'S YOUR FATHER?

HE'S HIDIN' BEHIND A TREE, WAITIN' FOR US TO COME OUT AN' PLAY!

I SEE!! WELL, COME IN, LI'L WOLF! WE'LL PLAY IN THE HOUSE!

BUT... BUT, POP SAID TO BRING YOU OUT OF THE HOUSE!

THIS'LL SPOIL POP'S SCHEME!

I KNOW! BUT IT'S LOTS MORE FUN TO PLAY INSIDE!

SO THE BIG, BAD WOLF WAITS AND WAITS....

WHAT'S KEEPIN' THAT BOY?

THE LONG HOURS PASS AND NIGHT FALLS...

I'LL GO AN' SEE WHAT'S HAPPENING!

PLAYIN' CHECKERS!! WELL... GRRR-R-R!

DADRAT THAT NO'COUNT SON OF MINE! DOUBLE DADRAT HIM! WAIT TILL I GET MY HANDS ON HIM!

STILL MORE HOURS LATER..

HI, POP! SAY! THE PRACTICAL PIG'S MY FRIEND!... NOT MY ENEMY!! WE HAD LOTSA FUN,..EVEN IF HE DID WIN ALL THE CHECKER GAMES!

GR-R-R-R-R-R!

I TOLD YOU TO BRING HIM OUTSIDE!!

I KNOW, POP! BUT HE WOULDN'T COME OUTSIDE!! HE WANTED TO PLAY INSIDE!!

SO YOU'VE TURNED AGAINST YOUR FAM'LY ... AGAINST YOUR POOR OL' FATHER!

SOB! SOB!

I CAN'T BELIEVE IT... MY OWN DEAR SON!

YOU DO WANT YOUR POOR OL' POP TO BE THE LAUGHING STOCK OF TH' FOREST!

OH, NO, I DON'T, POP! HONEST, I DON'T!

I'LL GET HIM TO COME OUTSIDE TOMORROW, POP!

NOW YOU'RE TALKIN' LIKE MY OWN SON! I'M PROUD OF YOU!

TOGETHER, WE'LL BEAT THAT PRACTICAL PIG! WE'LL SHOW THE FOREST THAT US WOLVES ARE SMARTER THAN A FAT, OL' PIG!

YES, POP!

SO THE NEXT DAY DAWNS AND....

REMEMBER, SON, OUR FAM'LY HONOR DEPENDS ON BEATING THE PRACTICAL PIG!!

I'LL REMEMBER! I'LL BRING HIM OUT HERE!

KNOCK! KNOCK!

H'LO, LI'L PIG! IT'S ME AGAIN!

C'MON OUT AN' PLAY, LI'L PIG!

IS YOUR FATHER PLAYING *HIDE-AND-SEEK* AGAIN TODAY??

HA! HA! THAT'S A GOOD ONE! POPS *HIDIN'*, ALL RGHT!

WHERE'S YOUR POP HIDING? MAYBE WE CAN PLAY A GAME WITH HIM!

THAT'S A GOOD IDEA! HE'S HIDIN' BEHIND THAT BIG TREE!

WAIT JUST A MINUTE, LI'L WOLF AND I'LL BE READY TO PLAY!

NOW I'M READY TO GO! I'VE BROUGHT SOME THINGS TO HELP US IN OUR *GAMES*!!

WHAT KND OF A GAME ARE WE GOIN TO PLAY?

A NEW ONE! IT'S CALLED, "*SURPRISE POP!!*"

YOU GO THAT WAY IN *FRONT* OF HIM! I'LL GO THE OTHER WAY AND SLP UP BEHIND HIM AND *SURPRISE* HIM! UNDERSTAND!?

THAT PRACTICAL PIG IS PRACTICALLY IN THE POT NOW! I CAN TASTE HIM ALREADY! ROAST PIG! BOILED PIG! FRIED PIG! AN' PIG FRICASSEE! YUMMM!

YOO HOO, MISTER BIG BAD WOLF!

HERE'S SOME PEPPER TO MAKE YOUR BRIGHT EYES BRIGHTER, MISTER WOLF!

OW!!

KERCHOO! KERCHOO!

I'LL GET YOU ... YOU.... KERCHOO!!

AN' THERE'S SOME OIL TO HELP YOU RUN FASTER!

OOOPS!!

OWW

SPLASH

I'LL INVITE SOME MORE FOLKS TO JOIN IN THE FUN!

PING

I'LL GET YOU BOTH, YOU MISERABLE PIG ... YOU AND THAT NITWIT SON OF MINE!

HURRY, LI'L WOLF! QUICK! RUN INTO THE HOUSE!

I'M HURRYIN'!

I'LL GET YOU BOTH!!

BZZ

YOU WON'T ESCAPE THIS TIME, YOU DADRATTED PIG!!

ZAZZ

WE MADE IT, LI'L WOLF!

LEMME IN! LEMME IN! OUCH!!

GET AWAY FROM ME!! OWWWW!!

LATER.. MUCH LATER..

GET OUT OF HERE! I NEVER WANT TO SEE YOU AGAIN! YOU'RE NO SON OF MINE!

BUT, POP..I BEAT HIM! I BEAT OUR ENEMY... TH' PRACTICAL PIG!!

YA BEAT HIM!! HOORAY!! HOW'D YOU DO IT?

I JUMPED HIM WHEN HE WASN'T LOOKIN'!!

IT WAS THE MOST EXCITIN' CHECKER GAME I EVER PLAYED!

Donald Duck in "Banquet Behind Bars"

H7413

A SUNDAY DRIVE W TH THE NEPHEWS USUALLY ENDS WITH A STOP FOR FRENCH FR ES AND ONCE AGA N THE DREADED MOMENT HAS COME!

STOP!

WE'RE HUNGRY

UNCA DONALD!

WE CAN GET FRENCH FRIES HERE!

YEAH! A BIG BAG FOR EACH OF US!

WITH LOTS OF KETCHUP!

FRENCH FRIES! IT'S ALWAYS FRENCH FRIES! I'D LIKE TO EAT SOMETHING *DECENT* ONCE IN AWHILE!

IF YOU'RE SO HOT ON FRENCH FOOD, WHY NOT TRY WELL, *SNAILS?*

SNAILS?! *EE-YUK!*

I'M GONNA BE SICK!

AND THEY'RE *EXPENSIVE!*

FOR *ONE* SERVING OF SNAILS

YOU COULD GET..

TEN BAGS OF FRENCH FRIES!

THAT JUST GOES TO SHOW THAT SNAILS ARE A *DELICACY!* RICH PEOPLE EAT 'EM ALL THE TIME!

100 m.

THAT LEAVES *YOU* OUT, UNCA DONALD!

AFTER ALL, YOU DON'T HAVE

THE MONEY FOR SNAILS!

STOP!

OH BOY! A HUNDRED SMACKERS! IT'S LIKE A GIFT FROM OUT OF NOWHERE!

MORE LIKE SOMEBODY WHO WENT INTO THAT RESTAURANT LOST IT!

NOW *THAT* LOOKS LIKE A FANCY RESTAURANT! I BET WE CAN GET SNAILS 'N THERE!

NO, UNCA DONALD!

THAT ISN'T HONEST!

IT'LL JUST CAUSE TROUBLE!

NOT HONEST, YOU SAY? I SAY, FINDERS KEEPERS! BESIDES, A HUNDRED BUCKS IS *CHICKENFEED* FOR RICH FATCATS WHO EAT IN A SWANKY PLACE LIKE THIS! THEY'LL NEVER MISS IT!

DON'T BE SO SURE OF THAT! IT WON'T BE LONG BEFORE WHOEVER WENT IN AHEAD OF US REALIZED THAT HE LOST HIS WALLET SOMEWHERE OUTSIDE

AND HE'LL COME OUT LOOKING FOR IT!

AND IF HE DOESN'T FIND IT, HE'LL KNOW THAT THE GUY WHO CAME IN RIGHT AFTER HE DID MUST'VE PICKED IT UP... :GULP!

IF WE JUST WAIT OUT IN THE CAR UNTIL THE LAST CUSTOMER LEAVES THE RESTAURANT

WE'LL DODGE THE WHOLE PROBLEM AND THEN WE CAN ENJOY OUR SNAILS IN PEACE!

PHOOEY!

ZIIP!

WHERE THERE'S A WILL, THERE'S A WAY

WE WANT FRENCH FRIES! WITH KETCHUP!

..EVEN IF SOMETIMES YOU HAVE TO BE PATIENT

WE'VE BEEN SITTING HERE FOR AN *HOUR*

AND THAT'S JUST THE FOURTH ONE TO COME OUT!

:GROAN!

VERY PATIENT!

WAKE UP, UNCA DONALD! NOBODY'S COME OUT IN HALF AN HOUR!

BRRR! IT'S C-COLD OUT!

YOU CAN SAY THAT AGAIN!

AT LAST! TONIGHT THE DUCK FAMILY SHALL FEAST ON SNAILS!

WE DON'T CARE ANYMORE!

AS LONG AS WE GET SOMETHING TO EAT!

AND SO EVERY-ONE GETS A HEAPING HELPING OF SNAILS! (WHETHER THEY WANT THEM OR NOT)

:GRUMBLE:

WASN'T THAT WORTH WAITING FOR, BOYS?

WAITER! THE CHECK, PLEASE!

IF YOU HAD JUST TURNED THE WALLET IN

...AT THE POLICE STATION

THEN WE COULDVE AT LEAST HAD FRENCH FRIES!

I'VE HAD ABOUT ENOUGH OF YOUR BELLYACHING! THAT WALLET PROBABLY BELONGED TO SOME RICH SNOB WHO'S LONG GONE BY NOW, SO STOP WORRYING!

THAT WILL BE $99.47, SIR!

THAT MEANS A NICE TIP FOR YOU, MY GOOD MAN! I JUST HAPPEN TO HAVE A HUNDRED DOLLARS RIGHT HERE IN

THE WALLET THAT I LOST THIS AFTERNOON!

SNIVEL!

AND SO EVERY-ONE GETS HIS WISH AFTER ALL!

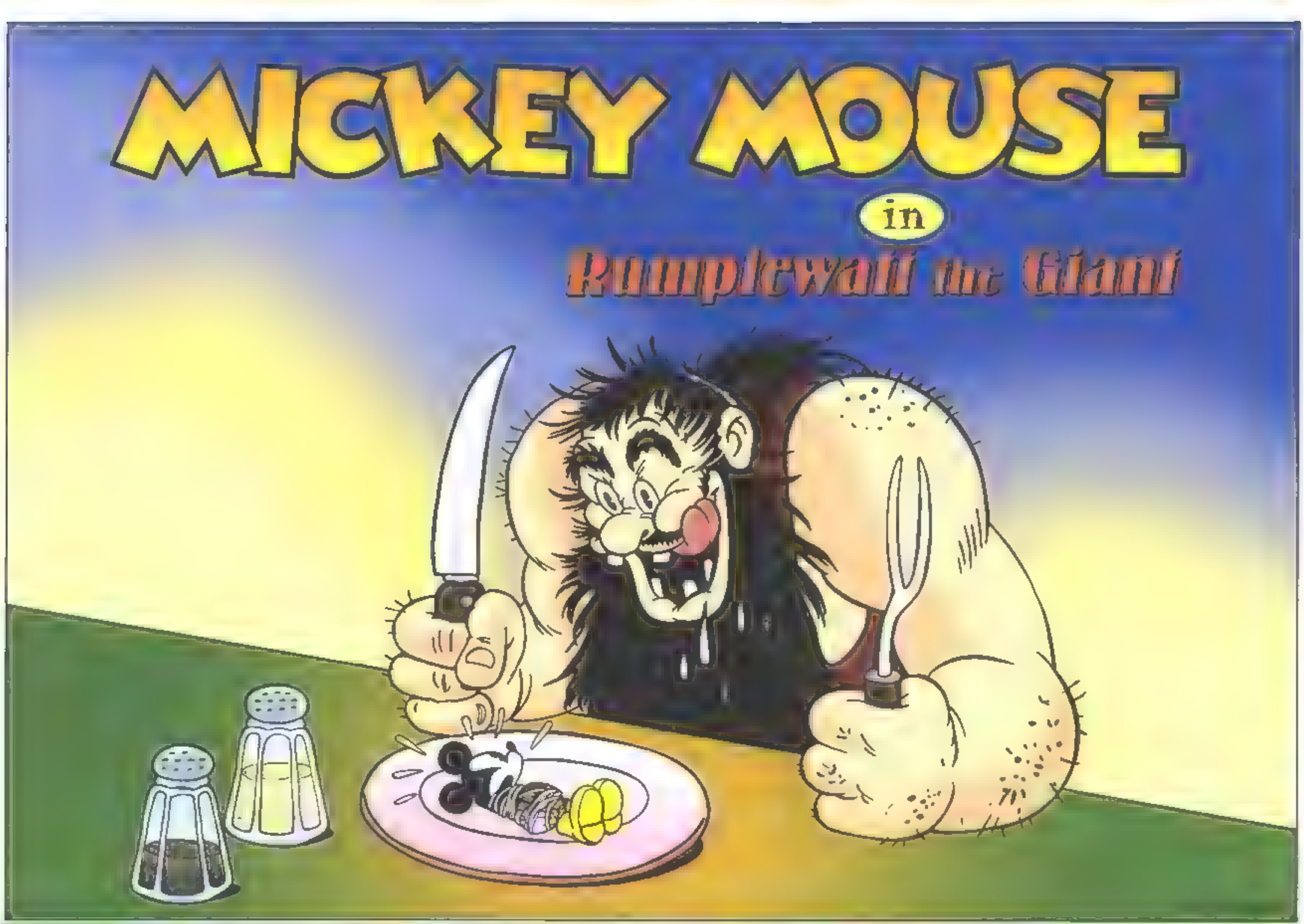
HEY, FRED! IT'S AFTER SEVEN! RUN OUT AND GET SOME *FRENCH FRIES* FOR OUR GUESTS!

YIPPEEEE!

MICKEY MOUSE

in

Rumplewall the Giant



MICKEY MOUSE

in

Rumplewatt the Giant

TELL US A STORY UNCA MICKEY! WILL YA?

A STORY? SURE WHAT ABOUT?

GIANTS GIANTS! TELL US ABOUT GIANTS

D'JA EVER TELL YOU ABOUT THE TIME I LICKED OLD GIANT RUMPLEWATT? WELL A LONG LONG TIME AGO MEBBE A HUNDRED YEARS OR SO WHEN I WAS JUST A LITTLE FELLER—

CBOY!

BOO HOO BOO HOO! AH ME OH MY!

I WAS OUT WALKIN IN TH' WOODS ONE DAY AN ALL OF A SUDDEN I HEARD SOMEBODY CRYIN

BOO HOO BOO HOO! OH GOSH OH, SHUCKS! OH, HECK! OH DARN BOO HOO! OH THE WRETCH! THE SPALPEEN!

DON'T CRY OL FELLER! WHAT'S TH MATTER?

HATTER ENOUGH, ME LAD I AM THE KING OF THE DWARFS AN I AN SORE HARD TIMES IS ON ME SUBJECTS! OH WURRA WURRA WURRA!

TELL ME ABOUT IT! MEBBE I CAN FIX IT!

SURE AN YE CAN'T! NOBODY ON AIRTH KIN FIX IT AT ALL, AT ALL! OUR GOOSE IS LOST SHE IS— THE ONE THAT LAYS THE GOLDEN AGGS!

GEE THAT'S TOO BAD! HOW'D YA LOSE HER?

OCH, WE DIDN'T EGGZACTLY LOSE HER! YE SEE SHE WAS STOLEN! AN WE'RE ALL BROKE AN SHTARVIN!

EAT AT THE dwarfville cafe ½ MILE

CLOSED NO FOOD

WE KNOW WHO STOLE HER BUT WE DWAR-R-RFS ARE SO SMALL WE'RE AFEARD TO GO AFTER THE SPALPEEN!

WELL I AIN'T SCARED O NOBODY! LET ME GO AFTER HIM!

LOOK AT ME POOR PEOPLE MICKEY! IT'S HEART BREAKIN'

WELL, I'LL BRING BACK THE GOLDEN GOOSE — AN' CAPTURE THE THIEF, TOO! WHO IS HE?

COME WITH ME ME LAD! I'LL SHOW YE HIS PICTURE!

THERE HE IS

WANTED

DEAD OR ALIVE RUMPLEWATT the GIANT! 100 GOLDEN GOOSE EGGS REWARD

WHAT HAPPENED THEN UNCA MICKEY? D'D YOU GO AFTER THE GIANT?

SURE I D'D! BUT TH STORY'S TOO LONG T' FINISH NOW! YOU COME BACK NEXT WEEK AN I'LL TELL YA MORE!

MICKEY MOUSE

in

Rumplewatt & the Giant

TELL US THE REST OF THE STORY UNCA MICKEY! DID YA GO AFTER THE GIANT AN BRING BACK THE GOLDEN GOOSE? WHAT WAS THE DWARF KINGS NAME?

HIS NAME WAS KING ERIN-

"-- AND I ASKED HIM HOW I COULD FIND THE GIANT RUMPLEWATT"

SHURE AN HE LIVES A LONG WAYS FROM HERE ME LAD! HE HAS A LAND ALL H S OWN UP IN TH CLOUDS!

?

EVERY MONTH HE LOWERS A LADDER AN CLIMBS DOWN TO A RTH WHIN HE GOES HOME AG IN HE PULLS THE LADDER UP AFTHER H MSELF THE SPALPEEN

BUT -- HOW CAN I GET UP, THEN?

'TIS AISY, ME LAD- 'TIS AISY AS PIE! COME WITH ME!

PRINCESS, WOULD YE TAKE TH S BRAVE AN' BRAWNY LAD TO RUMPLEWATT'S CASTLE?

?

GLADLY O KING OF THE DWARFS!

"--AN RIGHT WHILE I WAS LOOKIN AT HER, SHE GREW ALMOST AS BIG AS AN AIRPLANE!"

"--- SO I CLIMBED ON HER BACK AN'--"

GOOD BYE KING ERIN! I LL BRING BACK YER GOOSE, OR DIE TRYIN'!

I KNOW YE WILL, ME LAD! GOOD LUCK TO YE!

WHY DID KING ERIN CALL YOU "PRINCESS"? YOU DON'T LOOK LIKE ONE!

NO, MICKEY! I AM ENCHANTED YEARS AGO. RUMPLEWATT KILLED MY MOTHER! A FAIRY TURNED ME INTO A BUTTERFLY AND I ESCAPED!

BUT I MUST REMAIN A BUTTERFLY UNTIL HE IS DEAD! THE MOMENT RUMPLEWATT DIES I WILL AGAIN BE A WOMAN!

GOSH! THAT GIVES ME TWO REASONS TO GO AFTER THE GIANT!

YONDER IS THE ENTRANCE TO RUMPLEWATT'S DOMAIN! IT IS GUARDED BY YOSOLF THE TERRIBLE SINGING VULTURE!

I LL BE GLA A AD WHEN YOU RE DEAD YOU RASCAL YOU U-U!

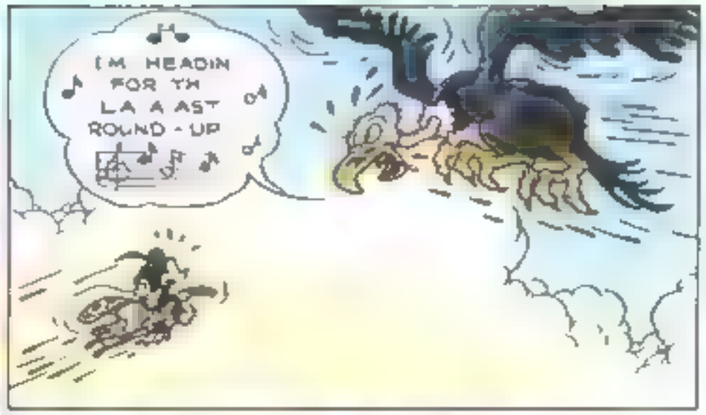
GET YOUR SWORD READY, MICKEY! HERE HE COMES IT MEANS A FIGHT!

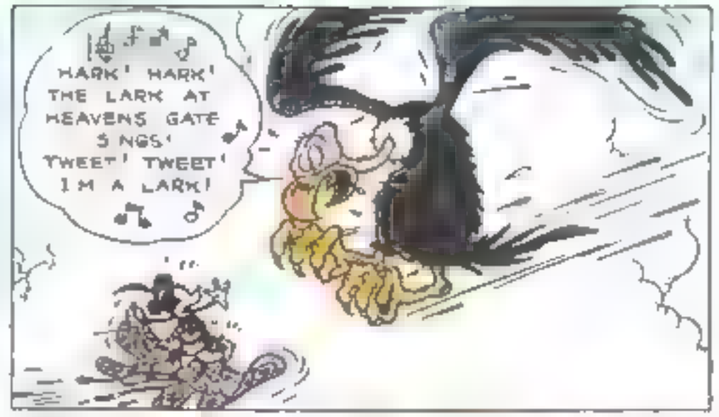
TO BE CONTINUED--

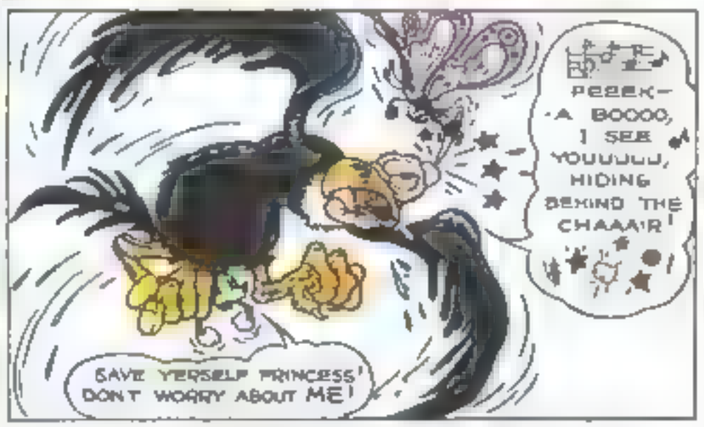
MICKEY MOUSE

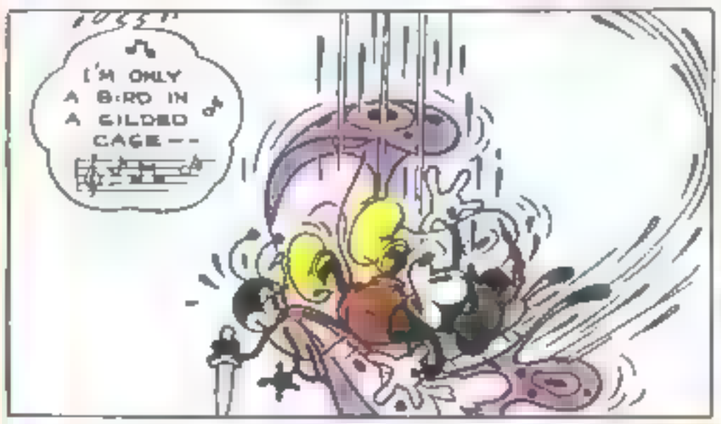
©

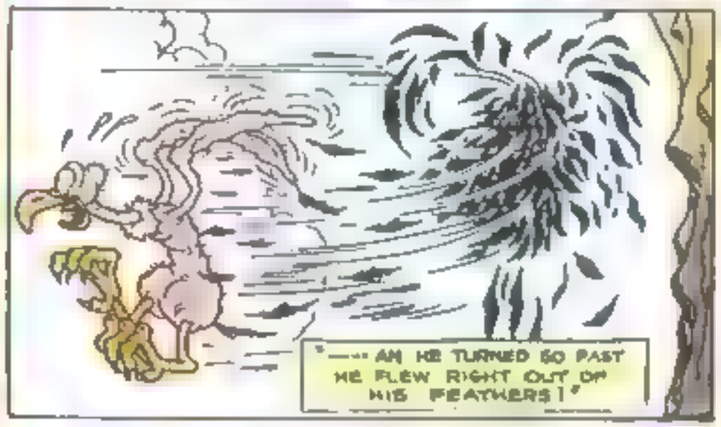
Complete Text for Record

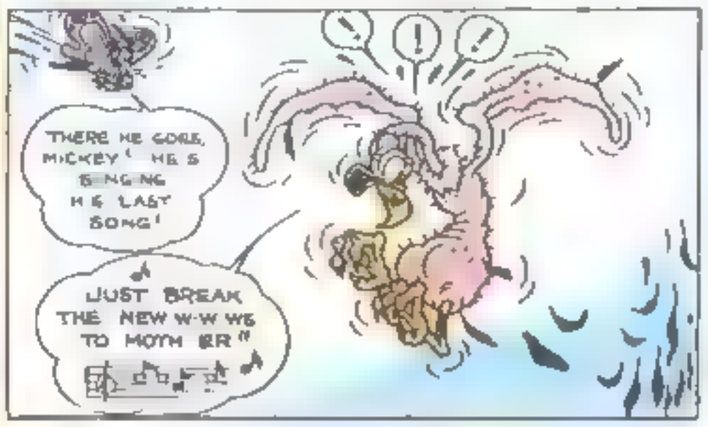


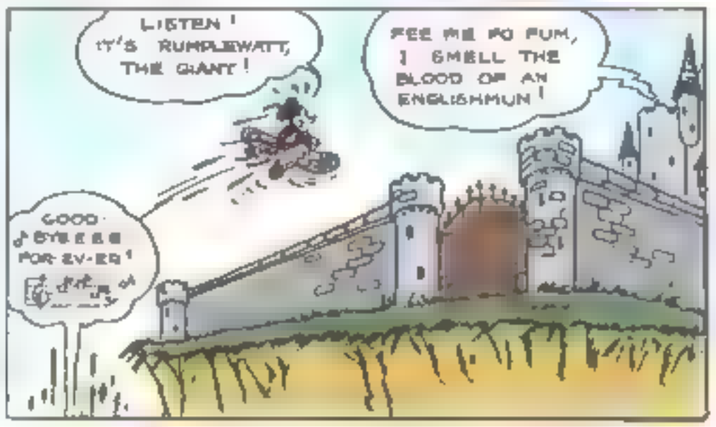












MICKEY MOUSE

in

Rumplewatt the Giant

WHEN WE GOT RID O YOSOLF TH S NG N VULTURE WE HEADED FOR TH G ANT RUMPLEWATT'S CASTLE

- AN FLEW STRAIGHT THROUGH TH W NDOW'

BECAUSE RUMPLEWATT KILLED MY PARENTS, I AM DOOMED TO DIE IF HE EVER SEES ME' SO NOW I MUST MAKE MYSELF INV S BLE'

HEY PR NCESS' WHAT TH

DON'T WORRY MICKEY I LL STAY WITH YOU EVEN THOUGH YOU CAN'T SEE ME' WE'LL FIGHT HIM TOGETHER

FEE FO' FUM FI I SMELL THE BLOOD OF A L TTLE GUY' HES H DING SOMEWHERE IN TH S HOUSE' SNIFF' SNIFF' T SMELLS LIKE MICKEY MOUSE'

GOSH

SNIFF'

SNIFF'

A- AH AHHH AHHH

SUGAR

CHOOO

FEE' FUM' FIE' FO' WHAT GOT ME TO SNEEZ NG SO ? PERHAPS SOME COFFEE AND SOME BREAD W LL HELP A BIT TO CLEAR MY HEAD'

SUGAR

SUGAR

WALT DISNEY

TO BE CONTINUED -

MICKEY MOUSE

in

Rumplewall the Giant

I WAS IN AN AWFUL MESS' I'D PROMISED T' GET TH GOLDEN GOOSE FOR TH DWARF K NG AN THERE I WAS N TH GIANT RUMPLEWATTS COFFEE CUP

GEE

D'D YA GET OUT UNCA MICKEY?

"I KNEW THAT IF HE EVER STARTED DR NKIN I WAS A GONER SO

THIS IS MY ONLY CHANCE

FEE' FIE' FOE' FOON' WHAT'S GONE WRONG WITH THAT DARN SPOON?

O-HO! SO THAT'S IT EH?

HI B G BOY!

FUM FOE FIE FEE I'LL TEACH YOU TO PLAY TRICKS ON ME! F RST I'LL KNOCK YOU FOR A LOOP THEN I'LL GRIND YOU UP FOR SOUP!

"I COULD FEEL HIS FEET PLOPPIN DOWN RIGHT BEHIND ME AN I WAS TAK N ABOUT FIFTY STEPS TO HIS ONE! SO-

GOSH I'VE GOTTA GET A REST SOMEHOW

WHOOPEE JUST LIKE SEVEN LEAGUE BOOTS

FEE' FIE' FOE' FOOM I KNOW YOU'RE SOMEWHERE IN THIS ROOM! AND YOU CAN NEVER GET AWAY I'LL CATCH YOU IF IT TAKES ALL DAY!

HO HO HO HO!

WALT DISNEY

TO BE CONTINUED-

MICKEY MOUSE

in

Walt Disney

YOU REMEMBER I'D PROMISED KING ERN O' TH DWARFS THAT I'D SLAY TH GIANT RUMPLEWATT AN BRING BACK TH GOOSE THAT LAID TH GOLDEN EGGS'

"WELL WHILE I WAS RESTIN ON RUMPLEWATTS FOOT HE RAN PAST TH GOOSE SO I HOPPED OFF AN-

ALL RIGHT FELLER' YOU WALK ACROSS TH ROOM AN I'LL HIDE BEHIND YA'

HEY' HOW DID YOU GET LOOSE? HUH?

O HO SO T WAS YOU'

FEE' FIE' FOE' FOW' MICKEY MOUSE I'VE GOTCHA NOW I'LL FIND YOU AND I'LL HAVE YOUR HEART OR TEAR THIS WHOLE BLAMED ROOM APART'

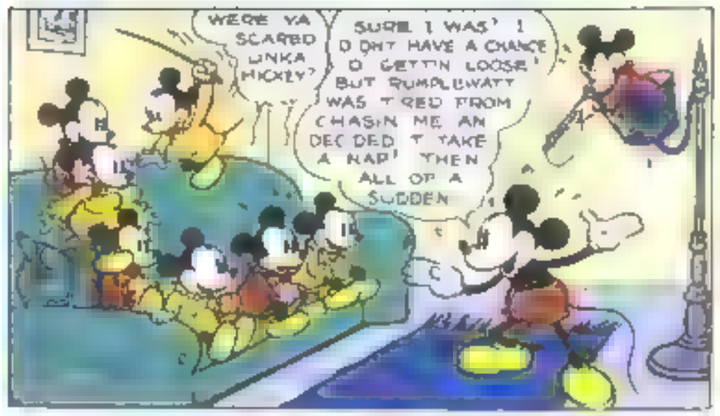
A HA' THERE YOU ARE'

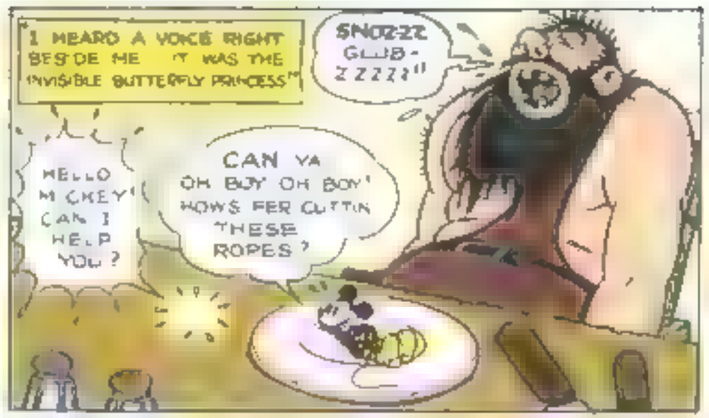
FEE FIE FOE FEE' YOU'RE TOO SMALL TO MAKE A MEAL BUT YET - YOU OUGHT TO TASTE ALL RIGHT JUST TWO NIBBLES AND A BITE'

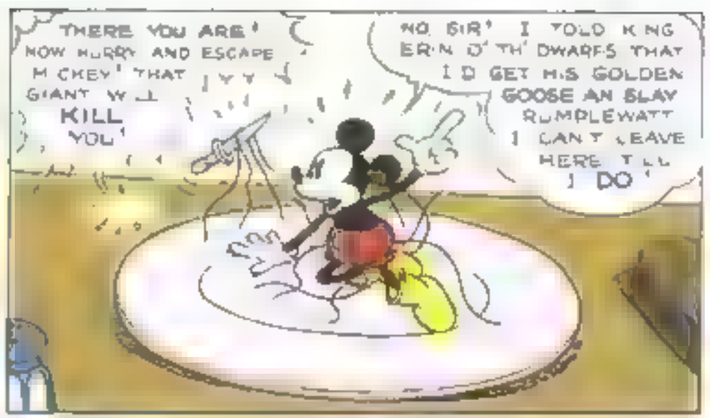
WALT DISNEY

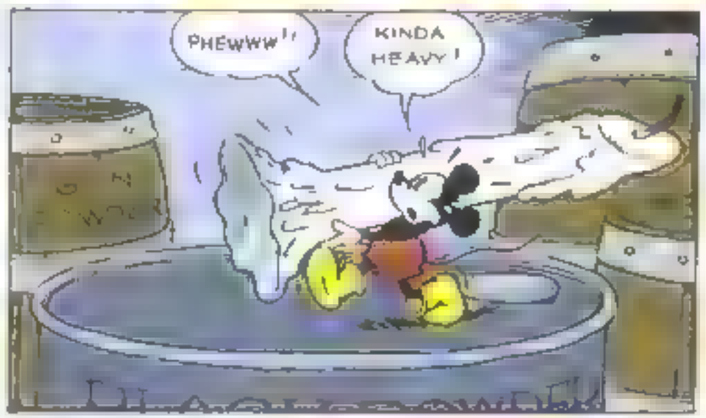
MICKEY MOUSE

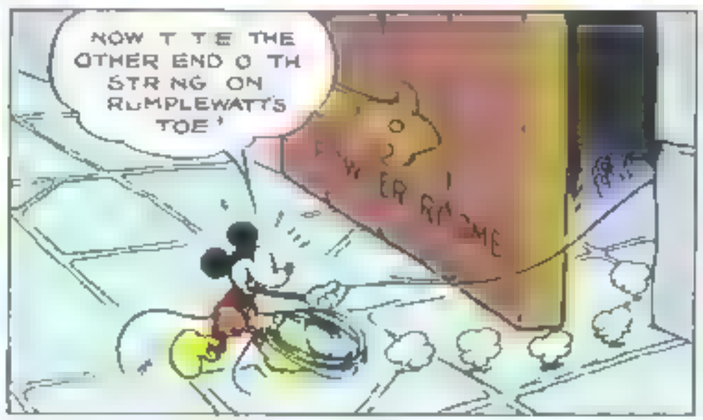
Rumplewatt the Giant

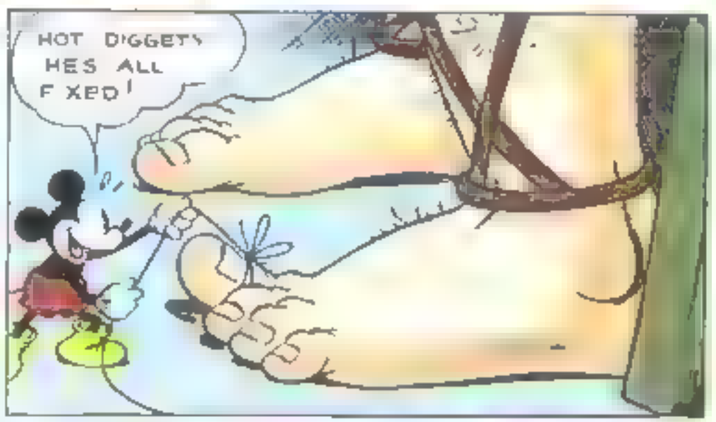

WERE YA SCARED UNKA MICKEY?
SURE I WAS! I DIDN'T HAVE A CHANCE O' GETTIN LOOSE! BUT RUMPLEWATT WAS TIRED FROM CHASIN ME AN DECIDED T' TAKE A NAP! THEN ALL OF A SUDDEN

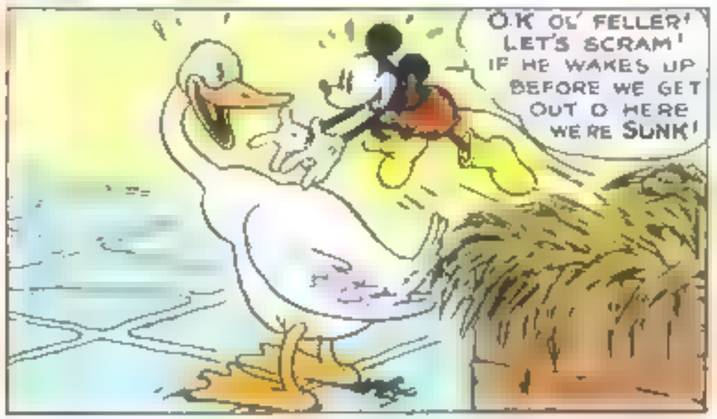

I HEARD A VOICE RIGHT BESIDE ME IT WAS THE INVISIBLE BUTTERFLY PRINCESS"
SNOZZ GLUB-ZZZZZ!!
HELLO MICKEY! CAN I HELP YOU?
CAN YA OH BOY OH BOY! HOWS FER GUTTIN THESE ROPES?

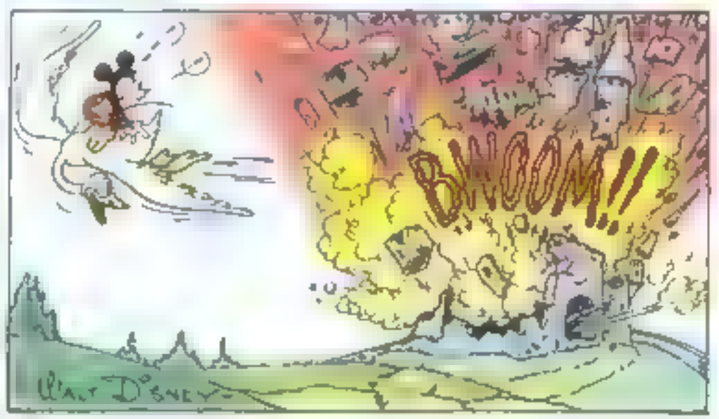

THERE YOU ARE! NOW HURRY AND ESCAPE MICKEY! THAT GIANT WILL KILL YOU!
NO SIR! I TOLD KING ERIN O' TH' DWARFS THAT I'D GET HIS GOLDEN GOOSE AN SLAY RUMPLEWATT I CAN'T LEAVE HERE TILL I DO!











MICKEY MOUSE in Rumpelwatt or Giant

WHEN TH GIANT'S CASTLE BLEW UP TH GOLDEN GOOSE AN I SCOOTED FOR HOME AS FAST AS WE COULD GO!

AN WHEN WE LANDED IN TH DWARF VILLAGE

YE VE KEPT YER PROMISE ME LAD AN WERE PROUD OF YE! TWAS A BRAWNY DEED YE DID!

AN' NOW, ME BAOY, IF YE'LL GO DOWN YONDER PATH THROUGH THE WOODS, YE'LL FIND AN OLD FRIEND WAITIN' FOR YE!

THE BUTTERFLY PRINCESS!

YES! YOU SAVED MY LIFE, SO NOW I CAN CHANGE BACK TO MY OLD SELF!--AND WHO DO YOU THINK I'LL BE?

GOSH! I DUNNO!

PRINCESS MINNIE! SO YOU WERE THE BUTTERFLY PRINCESS!

YES, PRINCE MICKEY!

BUT - BUT I'M NOT A PRINCE! I'M JUST- JUST ME!

NO, PRINCE MICKEY! AS A REWARD FOR YOUR VALIANT DEEDS, I WILL GIVE YOU MY HAND IN MARRIAGE!

AN SO WE GOT MARRIED- AN LIVED HAPPILY EVER AFTER

BUT UNKA MICKEY WHAT HAPPENED TO THE GIANT?

YES WHAT HAPPENED?

OH! I FORGOT TO TELL YA WELL WHEN TH CASTLE EXPLODED, RUMPLEWATT WENT RIGHT THROUGH TH ROOF AN UP AN UP-

- AN UP AN UP TILL HE CAUGHT [illegible] CORNER

-- BUT HE WAS SO HEAVY TH MOON TIPPED UP ON EDGE AN DOWN HE FELL! --- AN' THAT WAS TH' END O' TH' GIANT!"

AW HORSE-FEATHERS!

I DON'T BELEVE IT

HE COULDN'T DO THAT

THAT'S A LOTTA FROG FUR!

ALL RIGHT YOU COME OUT AN LOOK AT TH MOON THEN

GEE

SEE? I TOLD YA TH MOON NEVER GOT BACK IN SHAPE AGAIN! IT'S STILL TIPPED UP ON EDGE!

THE YEAR THAT WAS 1932

Meanwhile...at the Bug House

Silly Symphonies

Mickey Mouse

DAILY MIRROR

SUNDAY MIRROR

Mickey Mouse

Adventures of Mickey Mouse Every Day in The Mirror

SIXTEEN GIRLS, ONE LONELY BOY, BUT OLD MAN BUG'S O'ERCOME WITH JOY! HE CASTS ASIDE ALL CARE AND BOTHER— AND SHOUTS—

Silly Symphonies/Mickey Mouse

Disney's Comics and Stories

Silly Symphonies

WDCS

Silly Symphonies

Mickey Mouse

Silly Symphonies

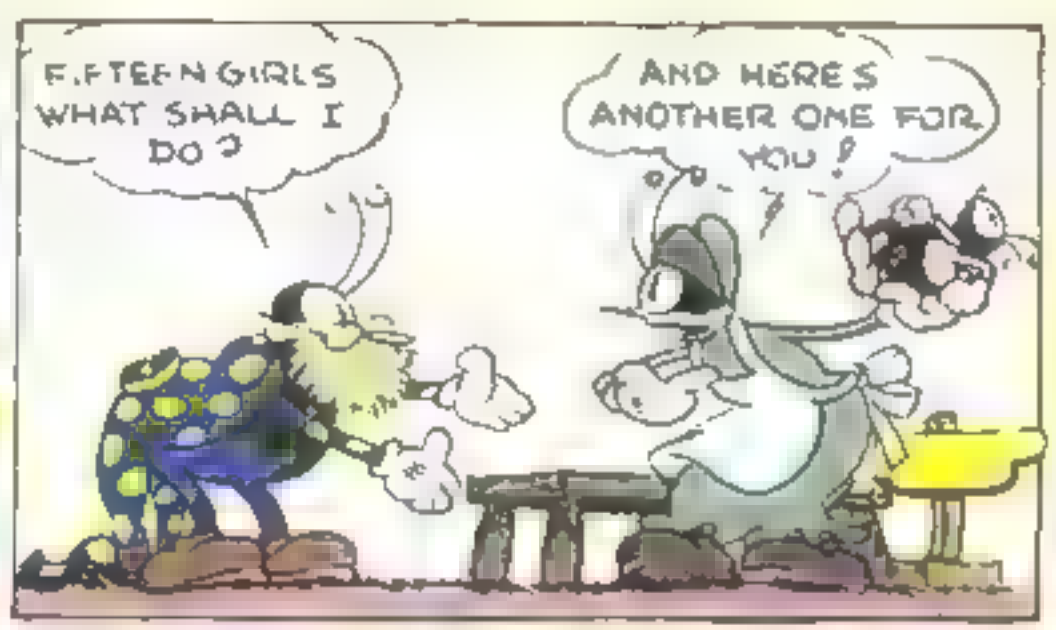
Silly Symphonies

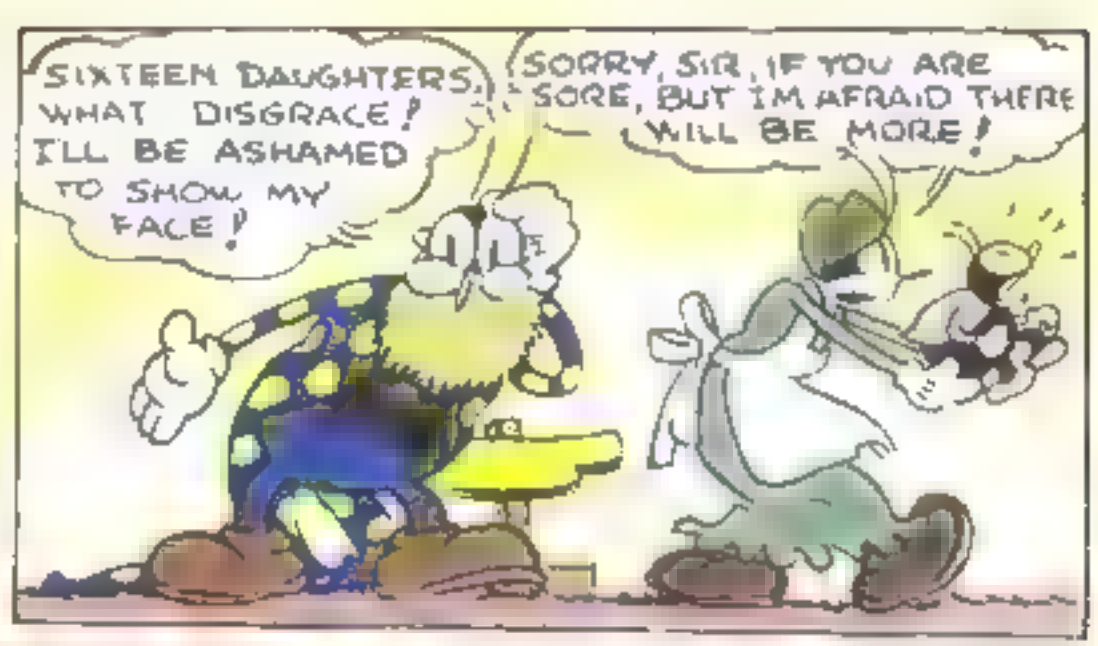
Silly Symphonies

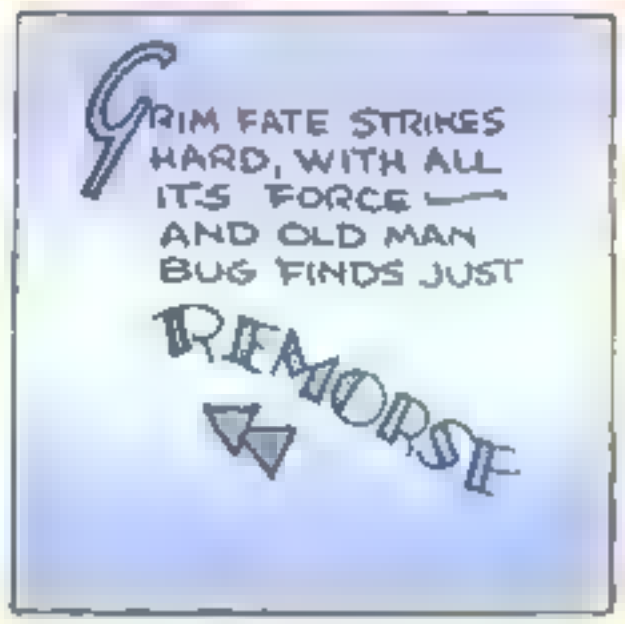
Walt Disney's Comics and

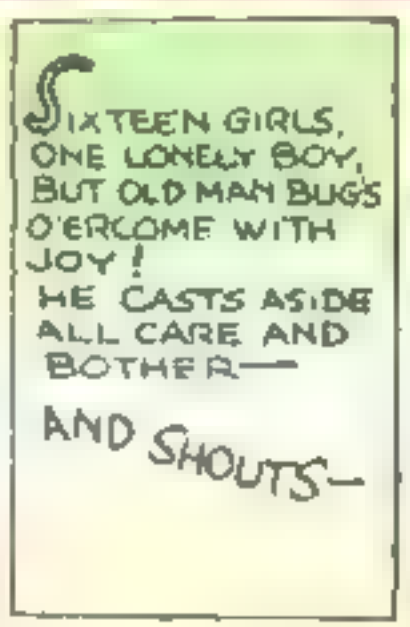
Mickey Mouse in Color

Walt









SILLY SYMPHONIES

by

WALT DISNEY

THIS LINE OF EVIDENCE YOU SEE, PROVES INCREASE IN A FAMILY - -

MY DEAR, I'M FILLED WITH PRIDE AND JOY, SIXTEEN DAUGHTERS AND ONE JOLLY BOY - BUT WHAT A JOB'S BEFALLEN ME, TO FIND THEM NAMES - - GOSH, LET ME SEE -

NOW CALM YOUR-SELF FOR WE LITTLE DAMES WOULD JUST AS SOON CHOOSE OUR OWN NAMES

GIRLS ONLY

BOYS ONLY

I'M "JOSIE" I'M "ROSIE" I'M "JESSIE" I'M "DEE" I'M "ANNIE" I'M "FANNIE" "MATILDA" THAT'S ME - I'M "BESSIE" I'M "TESSIE" I'M "AGNES" I'M "BELLE" I'M "DORA" I'M "FLORA" MY NAME IS "NELL"

I AM "RUTH" AND WHO ARE YOU?

I'M CRAZY 'BOUT THE NAME OF "SUE"

OLD MAN BUG IS TICKLED PINK HE DOESN'T HAVE TO STOP AND THINK OF SIXTEEN NAMES, BUT ONLY ONE — A NAME TO SUIT HIS ONLY SON - - -

WELL, NOW I'VE GOT TO PICK A NAME TO TAKE YOU FAR AND BRING YOU FAME - NO ORDINARY NAME WILL DO - - - I WANT A CLEVER ONE FOR YOU

BOYS ONLY

DON'T WORRY, POP, IF YOU'RE IN DOUBT WE'LL LET THE READER HELP US OUT - SO WE'LL SIT BACK TO WAIT AND SEE IF HE CAN PICK A NAME FOR ME - -

O READER WE APPEAL TO YOU
TO HELP US IF YOU CAN ——
AND TRY TO FIND A REAL GOOD NAME
TO GIVE TO THIS YOUNG MAN - - - - - -
NOW TAKE A PAD AND PENCIL
AND SEE WHAT YOU CAN DO -
WE'LL BE WAITING BY OUR MAIL BOX
FOR A REAL GOOD NAME OR TWO -
HERE'S SOMETHING ELSE - WE'LL PUT YOU WISE —
THE WINNER WILL RECEIVE
A PRIZE —

SEND NAMES TO AUTHOR, CARE OF THIS PAPER - - -

SILLY SYMPHONIES

by

WALT DISNEY

LAST WEEK WE ASKED IF YOU'D SUGGEST A NAME TO SUIT OUR HERO BEST
THOUGH WE RECEIVED THEM ON THE SCORE
WE STILL APPEAL TO YOU FOR MORE --
AND THEN WE'LL SEE OF THOSE SENT IN
JUST WHICH ONE OF THEM WILL WIN...

YEP, THERE'S A PRIZE--A GOOD ONE TOO
SO HURRY -- SEE WHAT YOU CAN DO--

NOW LISTEN, POP, I'M THREE WEEKS OLD
AND THO' I'M NOT SO BIG, I'M BOLD -
I WANT TO WANDER OFF AND SEE
JUST WHAT THIS BIG WORLD HOLDS
FOR ME --

I LIKE YOUR SPIRIT, SON -- IT'S GREAT!
BUT, GOLLY GEE, I SURELY HATE
TO SEE MY ONLY SON GO OUT
AND FACE A WORLD OF DARKEST
DOUBT...

AND WHAT ABOUT YOUR MOTHER HERE,
FILLED WITH WORRY, DOUBT AND FEAR?
WHAT WOULD SHE DO WHEN YOU ARE GONE?
SHE'D ONLY SIT
AND WEEP
AND MOURN

ALL RIGHT, MY POP AND MAMA DEAR,
I'LL NOT GO VERY FAR FROM HERE ---
I WILL SEEK NO FOREIGN LAND,
BUT ONLY VENTURE CLOSE AT HAND -

THAT'S FINE, MY BOY, YOU'VE OUR CONSENT
AS LONG AS YOU'RE ADVENTURE BENT.
BUT STAY NEAR BY WHERE WE CAN BE
OF QUICK ASSISTANCE -- MAAND ME.

GOSH, I HATE TO BE A WORRY,
BUT I'M IN AN AWFUL HURRY
TO SEE JUST WHAT THIS DAY WILL BRING--

WOW! WHAT IS THIS
AWFUL THING?

SILLY SYMPHONIES

by

WALT DISNEY ©

NOW S'POSE YOU WERE A LITTLE BUG
WHO'D WANDERED OFF ALONE • •
AND STUMBLED INTO SOMETHING STRANGE
THAT SCARED YOU TO THE BONE,
WHAT WOULD YOU DO IN SUCH A CASE ?
IN FEAR THERE IS NO FUN • • •
YOU'D TURN AROUND AND SET YOUR HEELS
JUST LIKE OUR BUG — — AND RUN • •

GOSH, I HOPE I GET BACK HOME TO MAMA AND MY POP — THIS THING IS GAINING ON ME AT EVERY STEP AND HOP • •

OUR LITTLE FELLOW DOESN'T KNOW HE'S LOST IN HIS DIRECTION • • HE ONLY CONCENTRATES HIS THOUGHTS ON RUNNING WITH PERFECTION • •

WHILE RUNNING FAST HE MOVES HIS WINGS AND MUCH TO HIS SURPRISE THE BUG OUTWITS THIS CRUEL THING AND SOARS TOWARD THE SKIES —

SO, FOR THE FIRST TIME IN HIS LIFE HE FINDS THAT HE CAN FLY — AND PATS HIMSELF UPON THE BACK—

A CLEVER GUY AM I !

NOTHING NOW CAN BOTHER ME — MY WINGS MAKE ME A GENIUS — — SEE ?

SILLY SYMPHONIES

by

WALT DISNEY ©

A LITTLE BUG WHO'S LEARNED TO FLY
TAKES GREAT DELIGHT IN SOARING HIGH
TO GET AWAY FROM PESTS BELOW . . .
IT SEEMS TOO BAD HE DOESN'T KNOW
THAT EVERYWHERE IN LIFE HE'LL FIND
SOME ENEMY IS CLOSE BEHIND . . .

YOU KNOW, I AM INCLINED TO THINK THAT I'M A PRETTY CLEVER GINK =

AND ON HE FLIES, FASTER AND FASTER, QUITE UNAWARE OF GRIM DISASTER . . .

GOOD GOSH, WHAT'S THIS, A GIANT HAWK ?

S-Q-U-A-W-K !

S-Q-U-A-W-K !

S-Q-U-AW-K !

HELP! HELP! GEE WHIZ, I HOPE AND PRAY THAT I CAN MAKE A GETAWAY !

ONE THING IN LIFE I'VE SURELY FOUND, THE SKY'S NO SAFER THAN THE GROUND

IT SEEMS THAT LUCK IS ON MY SIDE . . THIS IS AN IDEAL PLACE TO HIDE =

I WANNA BE SOMEBODY !

OUR BUG IS STILL WITHOUT A NAME, BUT HONEST, FOLKS, YOU'RE NOT TO BLAME FOR WE'VE RECEIVED THEM BY THE TON, YET IT'S HARD TO PICK JUST ONE . . . SO PLEASE BE PATIENT AND YOU'LL SEE WHAT THIS YOUNG FELLOW'S NAME WILL BE . . .

SILLY SYMPHONIES

by

WALT DISNEY

A LITTLE BUG WHO'S PLAYING SAFE
BY HIDING IN A TREE
FROM PESTS AND SUCH WHO SCARED
HIM MUCH,
HAS FOUND OUR SYMPATHY =
BUT JUST WHEN THINGS ARE GOING BEST
AT TIMES WE OFTEN FIND,
THAT UNEXPECTED PERIL IS LURKING
CLOSE BEHIND =

GEE, I WISH THAT I HAD NEVER RUN
AWAY FROM HOME =
BUT AS LONG AS I AM LOST, FARTHER
ON I'LL
ROAM =

JUST A MINUTE THERE, YOUNG MAN,
I HAVE A WORD TO SAY —
AND AFTER I HAVE SAID
MY PIECE, I'M SURE
THAT YOU
WILL STAY =

GOLLY GEE, WHO CAN
YOU BE
WHO SCARES ME
HALF TO DEATH?

FEAR NOT, MY BOY,
I AM YOUR FRIEND =
BE CALM AND
SAVE YOUR
BREATH

THERE ARE MANY, MANY THINGS I FEAR THAT
YOU MUST LEARN,
AND THAT IS WHY I GIVE ADVICE AND SHOW YOU
DEEP CONCERN =
YOU SEEM TO BE A FRIENDLY SORT SO I WILL BE A
REAL GOOD SPORT, AND TELL YOU THINGS YOU
OUGHT TO KNOW TO HELP YOU AS YOU ONWARD GO =

BUT I WOULD LIKE TO SEE
YOUR FACE —
WHY DO YOU LIVE IN
THIS DARK PLACE?

QUESTIONS I AM HERE TO
ANSWER — ASK ME ALL OF
THEM YOU CAN, SIR

©1932, by Walt Disney Enterprises, Great Britain rights reserved

AND SO, PERHAPS,
NEXT WEEK WE'LL SEE
WHAT THIS MYSTERIOUS
THING MIGHT BE —

[CAN YOU PICK
A NAME FOR
OUR BUG?]

SILLY SYMPHONIES

by

WALT DISNEY

REMEMBER, FRIENDS, OUR LITTLE BUG
WHO LOST HIMSELF ONE DAY,
WHEN HE LEFT HOME TO SEE THE WORLD
AND TRY TO FIND HIS WAY,
ALONG ADVENTURE'S THRILLING PATH,
EXPLORING ON WENT HE
AND FOUND TWO BIG MYSTERIOUS EYES
WITHIN A HOLLOW TREE.

WHY MUST YOU DOUBT THAT I'M YOUR FRIEND
WE'LL GET ALONG — WE TWO.
WHAT IS THE NAME, MY LITTLE LAD,
YOUR PARENTS PICKED FOR YOU?

33

YOU SEEM QUITE KIND, AND HONEST, SIR,
I DO NOT OWN A NAME——
I WANDERED OFF SO YOUNG IN LIFE
I'M REALLY NOT TO BLAME.

33

PERHAPS YOU COULD
SUGGEST ONE, SIR—
I WOULDN'T LIKE TO BE
A NAMELESS BUG ALONE
THROUGH LIFE—
PLEASE PICK ONE
OUT FOR ME.

AT PICKING NAMES, I'M VERY POOR.
I RECOMMEND THAT YOU
CONSULT SOMEONE MORE
APT THAN I
AND SEE WHAT THEY CAN DO.

33

33

THAT ISN'T SUCH A BAD IDEA.
I'LL SEE IF I CAN FIND
SOMEONE TO PICK A NAME FOR ME
AND GET IT OFF MY MIND.

TO BE CONTINUED—

© 1932 by Walt Disney Enterprises. Great Britain rights reserved.

WALT DISNEY

NOW LISTEN, FOLKS, DID YOU SEND IN
A NAME FOR THIS YOUNG LAD?
IT IS TO BE A CONTEST, SO
WE'LL PICK THE GOOD AND BAD
AND TRY TO FIND AMONG THE LOT
SOME HE MAY THINK WILL DO
AND HOPE THE WINNING
NAME WILL BE
THE ONE SENT IN BY YOU.

SILLY SYMPHONIES

by

WALT DISNEY

THE 'MYSTERY EYES' GAVE GOOD ADVICE THEY TOLD OUR BUG IT WOULD BE NICE TO SEARCH AND FIND A NAME OF WORTH BEFORE HE STARTS TO ROAM THE EARTH:

I WISH THAT CHAP THE BEST OF LUCK— HE'S FULL OF COURAGE, NERVE AND PLUCK

GEE, WHAT'S THIS THAT STARES AT ME? IS HE MY FRIEND OR ENEMY?

I'LL TRY MY LUCK--THE GOOD AND BAD, FOR NOTHING VENTURED--NOTHING HAD!

BEG PARDON, SIR, I'M ON A QUEST TO FIND A NAME THAT SUITS ME BEST--

NOW LOOK AT ME AND TELL ME TRUE JUST WHAT NAME YOU THINK, WOULD DO?

CROAK!

WHO EVER HEARD A BUG CALLED "CROAK?" SAY, YOU MUST THINK IT'S ALL A JOKE! BUT NOTHING CAN DISHEARTEN ME I'LL FIND A NAME--JUST WAIT AND SEE

TO BE CONTINUED—

SILLY SYMPHONIES

by

WALT DISNEY

TO FIND A NAME—THE PROPER KIND—OUR LITTLE BUG SO FAR WE FIND IS STILL IN SEARCH OF ONE THAT HE CAN PLACE IN "BUGGY" HISTORY

I'VE WALKED ALL DAY AND HALF THE NIGHT AND HAVEN'T FOUND A NAME THAT'S RIGHT— WHY, I'LL BE TEMPTED PRETTY SOON TO ASK THE OLD MAN IN THE MOON

WELL, WHO'S THIS THAT PASSES BY?— TO GET A NAME FROM HIM I'LL TRY

SAY, HELP ME PUT MY MIND AT REST AND PICK A NAME THAT SUITS ME BEST— I'VE TRIED AND TRIED AND STILL I'M SUNK— SUGGEST ONE PLEASE, COME ON—

HONK! HONK!

NOW THAT'S THE WORST ONE I'VE HEARD YET— I ASK FOR NAMES AND ALL I GET IS SOMETHING SILLY AS CAN BE CAN'T SOMEONE FIND A NAME FOR ME?

HOLD ON, ME LAD, DON'T WEEP AND WAIL I'M BRINGING YOU THE MIDNIGHT MAIL

MAIL

A MILLION LETTERS MORE OR LESS TO HELP YOU OUT IN YOUR DISTRESS— OUR READERS HERE HAVE DONE THEIR BIT— I KNOW YOU'LL FIND A NAME TO FIT

THREE CHEERS, I'M SAVED— JUST WATCH 'EM FALL! I THANK YOU, READERS— ONE AND ALL!

NEXT WEEK WE'LL HAVE A LOT OF FUN WE'LL READ THESE LETTERS— EVERY ONE STAND BY!

SILLY SYMPHONIES

by

WALT DISNEY

SUNRISE FINDS OUR LITTLE BUG JUST FULL OF JOY AND VIM; A BACK OF MAIL THREE TIMES HIS SIZE HAS SHOWERED DOWN ON HIM; EACH ENVELOPE THAT HE'S RECEIVED CONTAINS A NAME OR TWO-- WE'LL LOOK 'EM OVER, ONE BY ONE AND TRY TO PICK A FEW

LETTERS, LETTERS EVERYWHERE, AND EVERY ONE'S FOR ME = TO KNOW ONE HAS SO MANY FRIENDS IS GREAT, YOU WILL AGREE!

HERE'S "JOHNNY BUG" AND "WILLIE BUG," AND "BOBBY BUG" AND "WHEEZER;" WHILE LOIS GRAY, A LITTLE GIRL, LIKES "WOGGLE BUG" -- -- THE TEASER!

HERE'S "DOODLE BUG" AND "BOODLE BUG"-- NOW THEY ARE KIND OF CUTE = FROM CANADA COMES "RONNY BUG"-- SAY, FOLKS, THAT'S A BEAUT!

HA, HA, HERE'S "BED BUG"-- WHAT A NAME! BY GOSH, IT IS A PIP = YOUNG DONNIE WENCK LIKES "CHEEKO" AND THIS ONE CALLS ME "RED" =

HERE'S ONE FROM MINNEAPOLIS, WHO WANTS TO CALL ME "TATER"-- THANK YOU, MINNESOTA FRIENDS, YOU'LL ALL HEAR FROM ME LATER =

TATER, RAMROD, JUNE BUG, ANNA, DOROTHY, BOBBIE AND DUNCAN DAVIS, MINNEAPOLIS, MINN.

NOW YOU KNOW FOLKS, IT'S PRETTY HARD TO PICK OUT ONE TO SUIT US FOR ALL OF 'EM ARE FIRST CLASS NAMES IN THAT YOU'LL NOT DISPUTE US--

SO HERE'S A SCHEME I HAVE IN MIND IN FAIRNESS TO YOU ALL = I'LL TAKE A CHANCE ON LADY LUCK AND SEE WHERE SHE WILL FALL =

I'M GOING TO JUMP INTO THE HEAP -- THEY'RE SO GOOD I CAN'T CHOOSE -- -- THE ONE THAT I COME UP WITH IS THE NAME THAT I WILL USE-

SO NEXT WEEK OUR FRIENDS, WE'LL SEE JUST WHAT THIS FELLER'S NAME WILL BE -- --

SILLY SYMPHONIES

by

WALT DISNEY

WE PROMISED YOU A WEEK AGO THAT WE'D ANNOUNCE TODAY THE NAME OUR BUG SELECTED SO LET'S RAMBLE ON OUR WAY, WE'LL SEE WHAT HE IS DOING WHERE'S THE WINNER WE SHALL HAIL ——— GOLLY—— WONDER WHAT HE'S DOING IN THAT GREAT BIG PILE OF MAIL?

EENIE, MEANIE MINIE MO — OOPSEY DOOPSEY HERE I GO!

I'VE GOT IT, FOLKS, STRIKE UP THE BAND— I HAVE THE WINNER IN MY HAND!

NOW IF YOU'RE NOT THE WINNER THOUGH YOUR LETTER'S IN THIS HEAP, JUST TAKE ON BRAND-NEW COURAGE FOR A PROMISE I WILL KEEP— THERE'LL BE LOTS AND LOTS OF PRIZES THAT THE BEST ONES SHALL RECEIVE, AND FOR EVERYONE WHO WROTE ME— I HAVE SOMETHING UP MY SLEEVE

WE'VE HAD A LOT OF FUN, MY FRIENDS, I THANK YOU HEARTILY— BUT LET'S BE GETTING BUSY AND SEE WHAT MY NAME WILL BE →

Dear Sir Bug
Please call your only son
'Bucky'
Very Truly
Bernice Sable
Minneapolis—
Minn

WE ARE SENDING BERNICE AN EIGHTEEN-INCH MICKEY MOUSE DOLL

SO NOW WE CHRISTEN "BUCKY BUG" LET'S HOPE HE'LL BE A LUCKY BUG!

THANKS TO YOU, BERNICE!

YOO-RAY! I'M AS HAPPY AS CAN BE— TO FIND A NAME— GOSH-GOLLY GEE!

WE HAVE OTHER SOUVENIRS FOR:—

THE DUNCAN KIDS MINNEAPOLIS, MINN
DOROTHY COWLEY VORGAN, UTAH
NORMA JEAN COE HANKINSON N.D
ROBERT KRAMER, SALT LAKE CITY
EVELYN MARSHALL NORFOLK, VA
DELORES NORDLUND HAWLEY MINN
FRANCES FROM PLEASANTVILLE N.Y
TAY REID PROVO UTAH
PATTY CALHOUN, ELYRIA OHIO
HELEN DELICH, RUTH, NEV
DOROTHEA WADE, PEORIA, ILL
PHILIP MOORMAN
S.A. HAMILTON BOUDETTE, WORCESTER, MASS
OMAHA HUTCHINSON
FRANK LAURIA, JR N.Y. CITY
MARIE TAYLOR SALT LAKE CITY
EILEEN LARSEN CLEAR CREEK, UTAH
THE SMITH KIDS POCATELLO, IDAHO
MARGARET GOLF
WALLACE BELFIN
DORSTAN BROWN, LIVERPOOL NOVA SCOTIA
RICHARD STANWOOD ST ANTHONY IDAHO
GAIL HALL MAGNA, UTAH
EVELYN L LAND, TUCUMCARI, N.M.
ALAN WATERSIDES, LAYTON, UTAH
CLAIR TUCKER CLEAR CREEK, UTAH
DEAN TOMMAGELL, NEPHI, UTAH
MORGAN WOMACK
ROBERT SOLEM
JOSEPH MORTUS
BALTIMORE
SHIRLEY MANN, MINNEAPOLIS
EDWIN WINDER, SALT LAKE CITY
BILLY DUD

Walt Disney's

UNCLE SCROOGE in "The Universal Solvent"

Part 1 of 3

GYRO GEARLOOSE
INVENTIONS WHILE U WAIT

WHY, THANK YOU, YOUNG MA ,er... WHATEVER! HERE'S A TIP!

HELLO, GYRO! I CAME AS SOON AS YOU CALLED! I HOPE YOU FINALLY HAVE GOOD NEWS!

ELECTRIC MACGUFFINS

ABANDONED PROJECTS

D94066

MR. McDUCK! I DID IT! I INVENTED THE STUFF YOU WANTED!

ARE YOU *CERTAIN?* FUNDING THIS RESEARCH COST ME *PLENTY!*

WHY, I EVEN TIPPED YOUR DOORMAN A WHOLE *PENNY!*

YES, I'M *SURE!* HERE IT IS!

HMPH! LOOKS LIKE OLD CRANKCASE OIL! LET'S SEE IT *WORK!*

BY ALL MEANS! I'VE SET UP A TEST USING THE HARDEST, TOUGHEST, MOST *IMPERVIOUS* SUBSTANCES KNOWN TO MANKIND! OBSERVE — ONE DROP

LEAD	GLORP!
IRON	GLORP!
STEEL	GLORP!
TUNGSTEN STEEL	GLORP!
CARBIDE STEEL	GLORP!
TITANIUM STEEL	GLORP!
IMPERVIUM	GLORP!
DISNEY CONTRACT	GLORP!

MR. McDUCK, I GIVE YOU — *THE UNIVERSAL SOLVENT!*

OH, SO? THEN WHAT'S THAT JAR MADE OF, WISE GUY?

WELL, OF COURSE I DESIGNED THE STUFF SO THAT THERE'S ONE SUBSTANCE IT *WON'T* DISSOLVE — *CRYSTALLIZED CARBON!*

VAGUE NOTIONS

UNWRITTEN NOTES

THAT JAR IS LINED WITH DIAMONDS, EH? EXCELLENT! THAT EXPLAINS THE INDUSTRIAL DIAMONDS YOU WANTED! BUT I SENT A WHOLE *BUSHEL* OVER! WHERE ARE THE *REST?*

RIGHT THERE!

I COATED AN OLD BEACH UMBRELLA WITH DIAMONDS AND I MADE THE SOLVENT THICK ENOUGH TO PAINT ON WITH A DIAMOND-DUST BRUSH!

NOW WATCH

CREAK CREAK CREAK

?

GLORP!

AMAZING! IT'S *GONE!*

THAT'S NOTHING! WATCH THIS.

GLORP! GLORP! GLORP!

$5¢ PER PLAY

DSO SAFE

BUT BUT WHERE D'D ALL THE DISSOLVED MATTER GO TO?

SEE THAT *DUST* ON THE FLOOR?

MY SOLVENT COMPRESSES THE ATOMIC STRUCTURE OF MATTER ..CRUSHES IT DOWN TO NEAR *NOTHINGNESS,* THEN *REJECTS* THE RESIDUE!

THIS DUST IS ALL THAT'S LEFT OF THAT LOAD OF JUNK! BUT IT'S MIGHTY *HARD* TO *SWEEP* UP!

:ERG!:

FABULOUS, GYRO! IF THAT SOLVENT MEETS MY NEEDS, YOU'VE EARNED THE *FAT FEE* I PROMISED!

FEE? OH — I'D FORGOTTEN ALL ABOUT THAT!

LET ME THINK — WHAT DO I NEED THAT WOULD COST $50?

HOO-HAH! LOOKIT THIS!

GLORP!

HM... A NEW WALL FOR THE LAB MIGHT COME IN HANDY! EASY COME, EASY GO!

REJECTS

BUT MR McDUCK . WHAT DO YOU PLAN TO DO WITH YOUR UNIVERSAL SOLVENT? IT'S *VERY* DANGEROUS STUFF!

GLORP!

GLORP!

CAN'T EXPLAIN NOW, GYRO! I'M IN A HURRY!

I'LL NEED MY *NEPHEW'S* HELP TO ANNOUNCE THIS DISCOVERY TO THE WORLD!

?

GLORP!

GLORP!

?

DONALD, MY BOY! ARE YOJ BUSY?

I'M... ER... JUST WATCHING "GUNSMOG"! EH... WHAT ARE YOU —

YOU AND YOUR STUPID TV SHOWS! I'LL TURN THAT THING OFF — I NEED YOUR HELP!

GLORP!

ER THEN IN ADDITION TO MY USUAL 30-CENTS-PER-HOUR PAY, COULD I REQUEST A SMALL STIPEND FOR *HOME REPAIRS?*

OH, ALL RIGHT! LET'S JUST *GET MOVING!*

SOON, THE STAGE IS SET (LITERALLY) FOR A PRESS CONFERENCE THAT WILL DO MORE THAN MAKE HISTORY— IT MAY MAKE AN END TO HISTORY!

GENTLEMEN OF THE PRESS! I'M SURE YOU'RE WONDERING WHY I'VE CALLED YOU HERE TODAY! WELL, I WON'T DISAPPOINT YOU! NOT BY A JUG FULL! OR A *JAR* FULL!

HELP BUTT

PRESS CONFERENCE
SEATS 50¢
PENCILS 3¢
NOTEPADS 17¢
FLASHBULBS 5¢

OMNISOLVE™
M'DUCK'S MOST MODERN MARVEL

?

FOR IN THIS JAR I HOLD IS A NEW SUBSTANCE THAT WILL REVOLUTIONIZE THE MINING INDUSTRY!

!!! THE *MINING* INDUSTRY?!

MR. McDUCK, I DON'T THINK YOU—

INTRODUCING *OMNISOLVE™*, THE *UNIVERSAL SOLVENT!*

"UNIVERSAL SOLVENT?"

WHO'S HE KIDDIN'?

THIS YOUR IDEA OF A *JOKE?*

SPUTTER! I'M *SERIOUS!* THIS SOLVENT WILL MAKE MINING A *ONE-DUCK* OPERATION!

MR. McDUCK, MAY I HAVE A WORD WITH YOU?

MY WORLD WIDE DIAMOND MINES HAVE NEARLY DEPLETED THE SUPPLY OF COMMON DIAMONDS! BUT IMAGINE THE SUPER-PURE, *FLAWLESS* DIAMONDS BURIED *DEEP* IN THE EARTH!

?

PACK UP THE GEAR, JOE! THIS PUBLICITY-HUNGRY TYCOON IS A FEW SANDWICHES SHORT OF A PICNIC!

WHY, YOU TINHORN REPORTERS! I'LL SHOW YOU!

SIR! BE CAREFUL WITH THAT JAR OF—

WITNESS OMNISOLVE™ AT WORK! *INSTANT MINE SHAFT!*

MR. McDUCK! NOOOO!

COME BACK HERE, YOU IDIOTS!

GURGLE!

THAT SOLVENT WILL EAT CLEAR TO *THE CENTER OF THE EARTH!*

RELAX! I'LL PAY YOU TO MAKE MORE!

GLORP!

YOU DON'T *UNDERSTAND!* THE EARTH'S *OUTER CORE* IS A MOLTEN LIQUID! THE SOLVENT WILL STAY DOWN THERE — *DISSOLVING* IT AWAY!

GLORP!

GOLLY, UNCA SCROOGE! HE'S RIGHT!

THE MOLTEN CORE CREATES THE EARTH'S *MAGNETIC FIELD!* AS IT GOES, ALL OUR COMPASSES AND COMMUNICATIONS EQUIPMENT WILL GO *HAYWIRE!*

GLOOORP!

OH. THAT'S NOT SO BAD!

WHEN OUR MAGNETIC FIELD IS *COMPLETELY* GONE, WE'LL BE BOMBARDED BY RADIOACTIVE SOLAR WINDS!

I'LL UH SELL RADIATION SUITS?

GLOOOOORP!

IT GETS *WORSE!* WITHOUT THE MOLTEN OUTER CORE TO SUPPORT IT, PARTS OF THE EARTH'S MANTLE WILL SINK, CAUSING *EARTHQUAKES* AND *MASSIVE FLOODS!*

I'LL ER CLEAN UP SELLING NEW BEACHFRONT PROPERTY?

FINALLY, WHEN THERE'S NOTHING LEFT DOWN THERE BUT THE SOLID INNER CORE, IT WILL START *BASHING* AROUND IN THE EARTH LIKE A *BILLIARD BALL* IN A *FISH BOWL!*

STOP! *ENOUGH!* I CAN SEE *THAT* WOULD BE BAD FOR BUSINESS!

IT'S *MY* FAULT, MR. McDUCK! I SHOULD'VE KNOWN BETTER THAN TO INVENT SOMETHING SO POTENTIALLY *DANGEROUS!*

UH... WHY'S THAT *WIND* KICKING UP?

WHOOOOOOSH!

THE SOLVENT IS EATING THROUGH THE EARTH FASTER AND FASTER! *AIR* IS RUSHING IN TO FILL THE HOLE!

SUUUUCK!

RUN FOR YOUR LIFE, MR. McDUCK! ANYTHING THAT GETS SUCKED INTO THAT PIT WILL FALL RIGHT INTO THE SOLVENT!

SOLVE™ McDUCK'S MOST MODERN MARVEL

SUUUUUCK!

GREAT SCOTT! THOSE CHAIRS ARE RENTED!!!

RUN, UNCA DONALD!

ARE YOU KIDDING? I'M RESPONSIBLE FOR THESE CHAIRS! UNCLE SCROOGE WILL MAKE ME PAY FOR THEM!

YAAAAAHHH!

SUUUUUCK!

SLAM!

WHAT A STROKE OF LUCK! THAT SIGN SEALED THE OPENING!

SO WHAT? ACCORDING TO YOU, WE'RE STILL DOOMED!

MAYBE NOT! IF WE CAN KEEP AIR FROM FILLING THE PIT, WE WON'T BE SQUASHED INTO JELLY BY THE AIR PRESSURE WHEN WE GO AFTER THE SOLVENT!

GO AFTER IT?!

WE HAVE NO CHOICE, UNCA SCROOGE! IT'S OUR ONLY HOPE!

WE NEED TO BUILD AN AIRLOCK OVER THAT HOLE — AND FAST!

THE DUCKS FEVERISHLY PREPARE FOR A JOURNEY SUCH AS EVEN JULES VERNE NEVER IMAGINED!

OH, FRÉRE!

THERE — I'VE CREATED A *VACUUM* IN THE CHAMBER, YOU CAN UNCOVER THE PIT!

CHUG CHUG CHUG

McDUCK BOILER WORKS

GYRO WILL STAY HERE AND MAKE SURE THE AIRLOCK IS SAFE!

IMAGINE! A SHAFT *STRAIGHT* TO THE CENTER OF THE EARTH!

TAKE THE DESCENT PLATFORM AND PLACE IT IN THE OPENING!

HOW'S THIS CONTRAPTION WORK?

THESE OLD *TIRES* WILL GENTLY LOWER US DOWN THE SHAFT!

WE'LL GET LIGHT FROM THAT LAMP-POST, WHICH RUNS OFF A HEAVY-DUTY BATTERY!

THE FOOD AND AIR TANKS ARE ABOARD!

THEN IT'S TIME TO *GO!* RELEASE THE BRAKES!

WAIT!

I NEED TO BRING THE DIAMOND-COATED JAR IF WE'RE GOING TO CONTAIN THE SOLVENT! AND THE OMNISOLVE™ BEACH UMBRELLA MIGHT *ALSO* COME IN HANDY!

GOING DOWN!!!

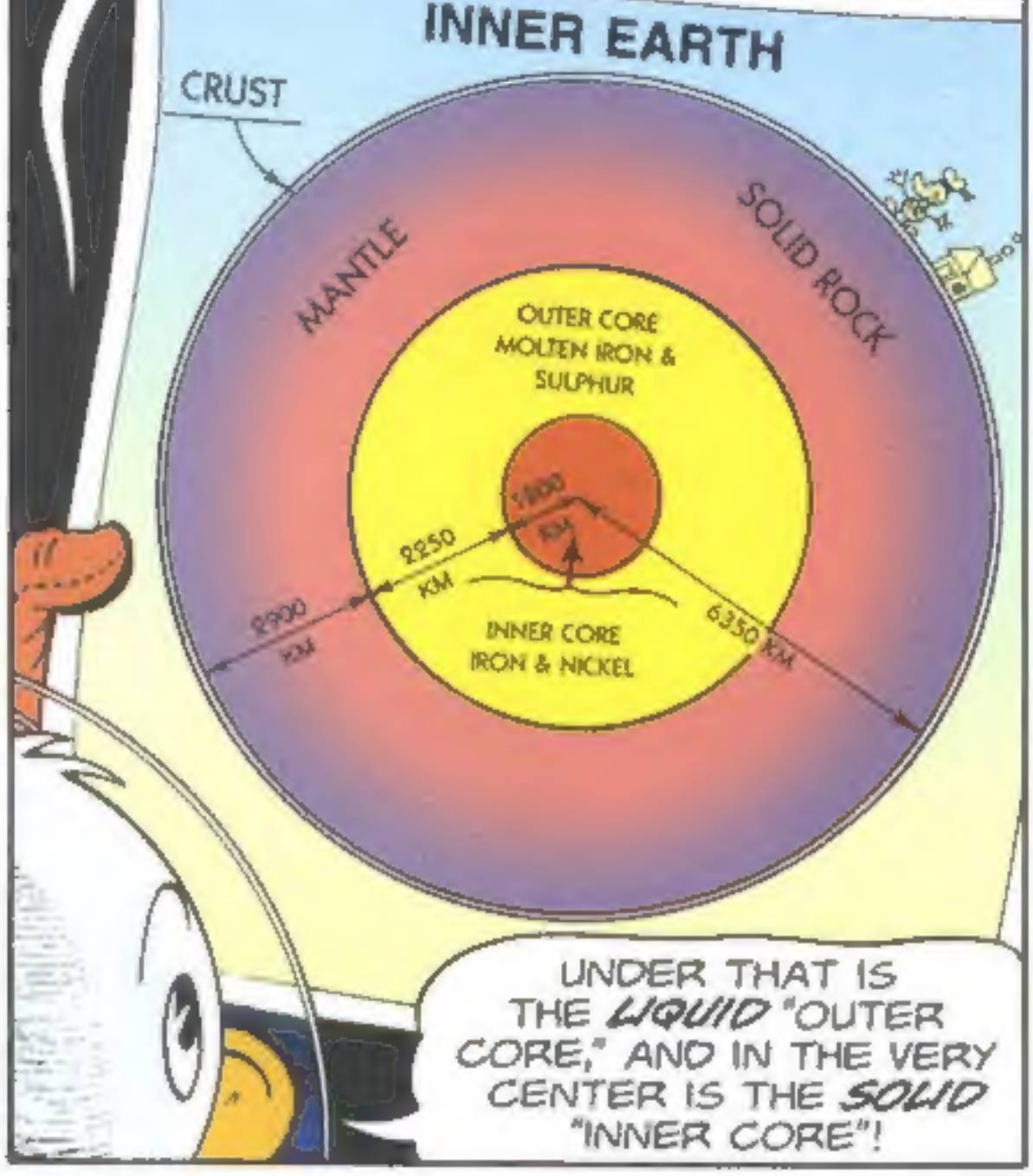
YIPES! WATCH WHERE YOU STICK THAT *BUMBERSHOOT!*

OOPS! SORRY!

GULP! WHAT *EXACTLY* IS DOWN THERE?

LET'S SEE THAT CHART!

HERE'S THE WHOLE STORY — OUR DEEPEST MINES AND CAVES HARDLY EVEN PENETRATE THE EARTH'S *CRUST!* BELOW THAT IS THE "MANTLE," ANOTHER REGION OF *SOLID* MATTER!



UNDER THAT IS THE *LIQUID* "OUTER CORE," AND IN THE VERY CENTER IS THE *SOLID* "INNER CORE"!

HOW DO WE GET PAST THE *LIQUID* CORE?

GYRO THINKS THAT AS THE OMNISOLVE™ DISSOLVES EVERYTHING DOWN INTO SUPER-COMPRESSED ATOMS, IT WILL FORM A *SOLID SHAFT* THROUGH THE MOLTEN ROCK!

MOLTEN? AS IN *LAVA?*

MAGMA, ACTUALLY! ONCE IT REMELTS THE SHAFT WALLS, THE MAGMA WILL *POUR IN* ONTO THE SOLVENT!

THAT'LL BE THE *BEGINNING* OF THE *END!*

HOW LONG WILL IT TAKES US TO REACH THE OMNISOLVE™?

THE CENTER OF THE EARTH IS ABOUT 6350 KM STRAIGHT DOWN! AT 100 KM PER HOUR, THAT WILL TAKE US ALMOST *THREE DAYS!*

THE PROBLEM IS, THERE'S NO WAY TO KNOW HOW *FAST* THE MAGMA WILL REMELT THE SHAFT!

WE NEED TO GET THE OMNISOLVE™, CAPTURE IT, AND GET BACK OUT BEFORE THAT HAPPENS!

≡GULP!≡

WHAT... WHAT IF GYRO'S *WRONG* ABOUT THAT *SOLID SHAFT* STUFF?

THEN THE EARTH'S MOLTEN OUTER CORE WILL COME *RUSHING UP* THIS SHAFT AT *ANY MOMENT!*

DOES THE WORD *"VOLCANO"* CONJURE UP AN IMAGE FOR YOU?

≡GLEEP!≡

To Be Continued!

— to move Van Horn's 10 pager to the front of the book has been implemented. Who says great minds don't run in sync?

We are commited to continue with Taliaferro's ***Donald Duck*** *reprints for the time being, as we are the only source to have ever reprinted most of this material in the U.S.; however we're planning to introduce more feature material into the comic. Your suggestion as to Gottfredson and/or Murry reprints: we agree and will. There are some of the former, however, that for one reason or another are not really appropriate for today's marketplace and we wouldn't want to edit or censor them.*

Funnier than a Mel Brooks movie, more amazing than **The Cartoon History of the Universe**, cooler than a new episode of the **X-Files**! Is it a bird? Is it a plane? Is it the new Oliver Stone movie? NO! It's **WDC&S** 601!

The new **Comics and Stories** is utterly amazing. It is almost beyond description! The Rosa story was one of his best yet (of course I say that about all his stories). From Magica's failed scheme to "column collecting," to Lydia the tattooed lady (Groucho would be proud). All of the text pieces were fascinating! "Blaggard Castle" in its original form was super groovy. **Mickey Mouse Magazine** was great. And just when I thought I'd seen it all...a Van Horn story! **WDC&S** 601 is the kind of thing that sets Gladstone apart from anyone else who has published Disney Comic books. Keep up the good work!

Aaron Katz
Portland, OR

I write this sitting at my desk, surrounded by part of my collection of Disney comics. I try to keep them neat, but continual re-readings and references defy the best cataloging.

In front of me is **WDC&S** 601. What can I say? It definitely wouldn't be going overboard to call it my favorite issue! The diverse characters and creators, plus an almost overdose of articles and profiles, enhanced by glossy printing...I'll leave the rest of the praise to more eloquent readers.

My only major complaint with the issue was with the **Mickey Mouse Magazine** feature. The statement "interior color has been added to enhance the effect for the modern reader" left a nasty taste in my mouth. It seemed to be a sinister residue of the kind of thinking that led to the **Mickey Mouse** newspaper strip changing to a gag-a-day format. Just as the newspaper reader could no longer handle a continuing story it seems that new generations cannot deal with black and white.

Reprinting the magazine in its entirety seemed to be a quest for authenticity, but the coloration reduced the effect rather than enhancing it.

Owen Heitmann
Kangrilla, South Australia
Australia

Adding color for the "modern reader" to black and white reprints is as distasteful to us as it is to you. It's like the old classic movies that have been "colorized" for modern viewers. However, like television, the younger audience really does seem to be "turned off" by black and white. It's an age of kaleidoscopes and dazzle. Maybe someday we purists will again prevail. We hope you have noticed that we're still conforming to the pastel, more natural looking color that makes the 1930s cartoon shorts (see "Mickey's Trailer," for an example) such a delight. Shocking pinks, garish purples and wild contrasts are left to other comic publishers, thank you.

I've never been what you would call a "reader" until late in life, but I've always been a funny book reader. I was raised in the Sacramento, CA area in the 1940s by grandparents, and all my life I've had to work and save for my funny books. I spent many years as a hard rock underground miner (I relate to Uncle Scrooge as a miner).

We are Christians who have been home schooling our children for going on 14 years now, and find Gladstone's comics wonderful. I've been a looker and reader of Disney comics since around 1942. I subscribe and put them away for our children's future investment, then, as the only comic book store is 130 miles away, I buy them across the counter when we can for the children to read and enjoy.

I must conclude that Gladstone has the best books on the market anywhere on Earth. Storylines, color, artists — your staff are the best in all they do. Our family commends you: keep up your wonderful, cooperative, courteous work. I thank you sincerely! Very satisfied, never disappointed, only in that I wish I had all Disney comics ever printed!

Evan W. Thompson III
Beatty, NV

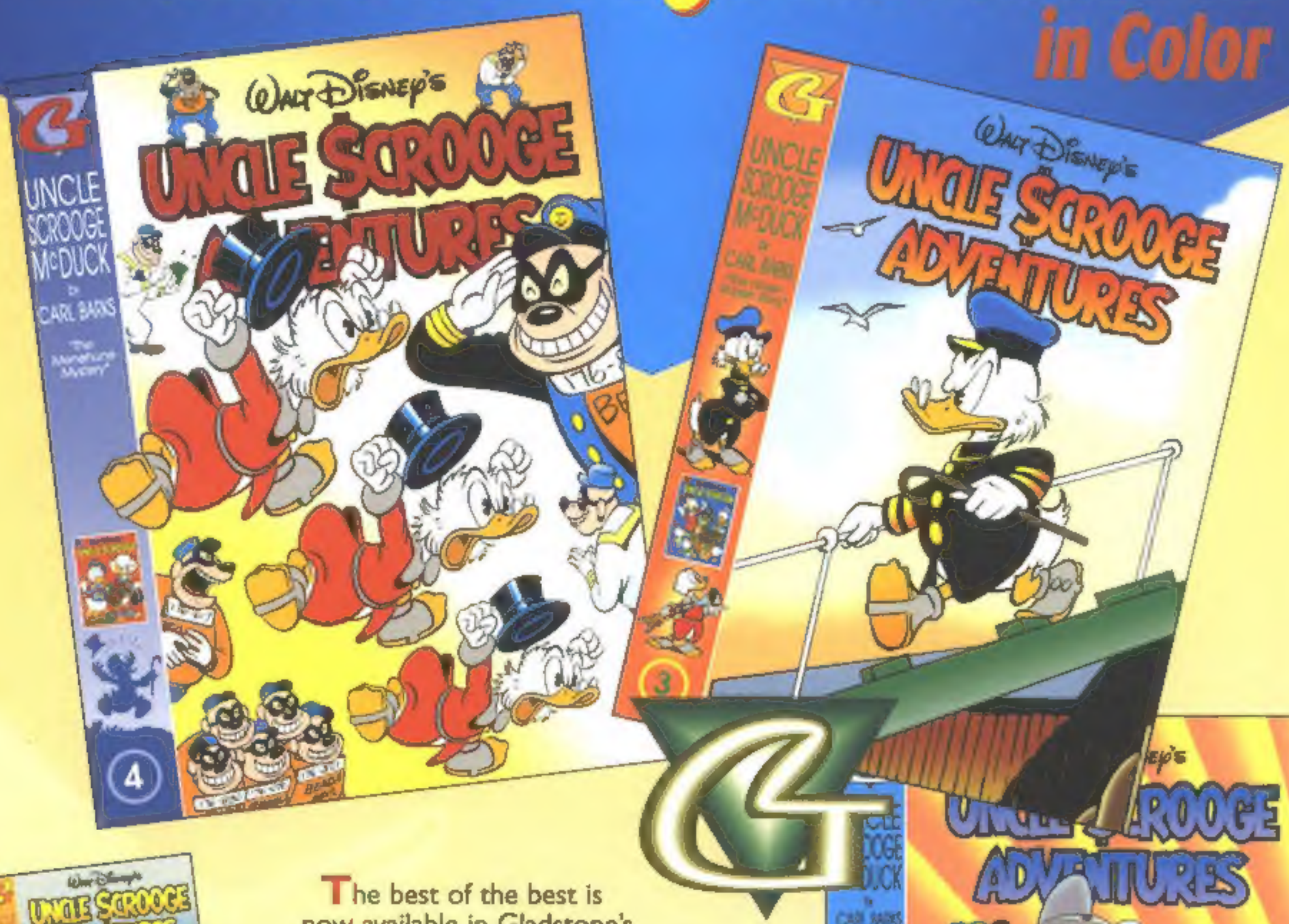
This is my first time ever writing to Gladstone's Walt Disney comics. I must say that making the cover just the same as the pages was a splendid idea. It reduced the $1.95 price to $1.50. I started buying your comics late last year in 1994. I am ten and a half years old and do not have a favorite comic of your titles because they are all good. Just a few days ago I picked up **Donald Duck** 294 and **Donald Duck & Mickey Mouse** 3. You are doing great work. I appreciate it very much.

Jamie Gallis
Lancaster, CA

Department of Corrections: *The story "Cash Clash" in* ***WDC&S*** *601 was* ***penciled*** *by José Luiz Lopez Guardia, with* ***inking*** *by Steve Collins. We apologize for the omission, Steve!*

NEXT ISSUE SHIPS THE WEEK OF JULY 22!

Walt Disney's Uncle Scrooge Adventures in Color



The best of the best is now available in Gladstone's **Walt Disney's Uncle Scrooge Adventures in Color by Carl Barks** album series!

Beginning with **Uncle Scrooge** Four Color 386 (#1), these fifty-six affordable volumes will chronologically reprint all of Barks' Scrooge McDuck tales from **Uncle Scrooge** and various one-shot comics, all presented in uniform high quality with breathtaking computer color. Every volume will contain special features and come packaged with an *exclusive* trading card. Albums 1-16 will be released in 1996 with the remaining forty volumes being published in 1997 and 1998.

Additionally, a special 4-issue series of **Walt Disney's Uncle Scrooge Adventures in Color by Don Rosa** (pictured left) featuring the 12-part "Life of Scrooge" series will be published, each with an exclusive trading card, in April through July, 1996.

Walt Disney's Uncle Scrooge Adventures in Color. It's the ultimate Disney Album experience!

Please enter my subscription to **Walt Disney's Uncle Scrooge Adventures in Color by Carl Barks:**

	U.S.	FOREIGN
☐ **10 ISSUES** (begins with next issue published)	$85.00	$ 95.00
☐ **20 ISSUES** (begins with next issue published)	$165.00	$185.00
☐ **56 ISSUES** (COMPLETE SET Full payment)	$475.00	$520.00

Also available: Uncle Scrooge Adventures in Color by Don Rosa:

☐ **4 ISSUE ROSA SET**	$39.00	$45.00

Please note: the Rosa volumes are not included in the 56-issue Barks series.

Name _____

Address _____

City _____ State _____ Zip _____

Orders outside U.S.: Send total remittance in U.S. funds by check drawn on U.S. bank only or use VISA or MasterCard.

Credit Card # _____ Exp. _____

Signature _____

Daytime Phone _____

GLADSTONE BOX 2079 PRESCOTT, AZ 86302
Prices & availability subject to change without notice.

Gladstone. We make comics FUN!

©The Walt Disney Company